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1.959 spring-data-commons 3.5.6
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1.960 spring-kafka 3.3.11
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1.961 spring-messaging 6.2.14
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1.962 postgresql17 17.7-r0
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1.963 spring-security-core 6.5.7
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1.967 spring-context-support 6.2.14
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1.969 spring-ldap 3.3.4
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1.970 spring-instrument 6.2.14
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1.971 busybox 1.37.0-r29
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1.972 nghttp3 1.13.1-r0
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1.973 alpine-baselayout 3.7.1-r8
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1.979 spring-boot-configuration-metadata 3.5.8

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1.989 brotli 1.2.0-r0

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1.990 libncursesw 6.5_p20251123-r0

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1.991 libucontext 1.3.3-r0

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1.1000 bridgeutils 1.7.1-r2

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1.1003 iputils-clockdiff 20250605-r0

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1.1004 gcompat 1.1.0-r4

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1.1005 py3-parsing 3.2.3-r0

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1.1006 py3-packaging 25.0-r0

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1.1007 libstdc++ 15.2.0-r2

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1.1008 libgcc 15.2.0-r2

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1.1009 libpanelw 6.5_p20251123-r0

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1.1010 nspr 4.36-r0

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1.1011 nss 3.118.1-r0

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1.1012 py3-pip 25.1.1-r1

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1.1013 apk-tools 3.0.1-r2

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1.1014 py3-setuptools 80.9.0-r2

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1.1016 libapk 3.0.1-r2

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1.1017 py3-setuptools-pyc 80.9.0-r2

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1.1018 spring-security-acl 6.5.7

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1.1019 spring-security-taglibs 6.5.7

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1.1020 shadow 4.18.0-r0

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1.1021 x-crypto 0.46.0

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1.1022 commons-lang 2.6

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1.1024 lz4 4.1.21

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1.1026 libproc2 4.0.5-r0

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1.1027 netcat-openbsd 1.234.1-r0

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1.1030 ldns 1.8.4-r1

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1.1033 netty-codec-http 4.1.129.Final

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1.1038 logrus 1.9.3

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1.1041 high-scale-lib 1.1.4

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1.1042 javax-activation 1.2.1

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1.1043 activation-api 1.2.1

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1.1044 tomcat-servlet-api 6.0

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1.1045 tomcat-embed-el 10.1.49

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1.1047 tomcat-embed-websocket 10.1.49

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1.1048 netty 4.1.128.Final

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1.1049 jaxb-api 2.3.1.1

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1.1050 iced-iosx64 0.1.0

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1.1051 jaxb-runtime 4.0.2.1

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1.1052 robot-robot-api 0.0.0-20260112112853-887f57c2bd53

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1.1053 robot-infra-utils 1.0.2-0.20260112120652-53e304ab3cfa

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1.1055 activation 1.1.1

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1.1056 jackson-dataformat-toml 2.19.2
1.1056.1 Available under license

1.1 libjpeg 6b

1.1.1 Notifications :

This software is based in part on the work of the Independent JPEG Group.

1.1.2 Available under license :

The Independent JPEG Group's JPEG software
==========

README for release 6b of 27-Mar-1998
==========

This distribution contains the sixth public release of the Independent JPEG
Group's free JPEG software. You are welcome to redistribute this software and
to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

Serious users of this software (particularly those incorporating it into
larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to
our electronic mailing list. Mailing list members are notified of updates
and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher,
Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi,
Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG
Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION
ROADMAP
==========

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
 install.doc How to configure and install the IJG software.
 usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
 *.1 Unix-style man pages for programs (same info as usage.doc).
 wizard.doc Advanced usage instructions for JPEG wizards only.
 change.log Version-to-version change highlights.
Programmer and internal
 documentation:
 libjpeg.doc How to use the JPEG library in your own programs.
 example.c Sample code for calling the JPEG library.
 structure.doc Overview of the JPEG library's internal structure.
 filelist.doc Road map of IJG files.
 coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.
 JPEG is intended for compressing
"real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the

hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments
in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
============

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2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a
program, you
must acknowledge somewhere in your documentation that
you've used the IJG code.

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unaltered; and any additions, deletions, or changes to the original files
must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed,
 then the accompanying
documentation must state that "this software is based in part on the work of
the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts
full responsibility for any undesirable consequences; the authors accept
NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code,
not just to the unmodified library. If you use our work, you ought to
acknowledge us.

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 L. Peter Deutsch,
sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA.
ansi2knr.c is NOT covered by the above copyright and conditions, but instead
by the usual distribution terms of the Free Software Foundation; principally,
that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright

by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

> "The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES
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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides

good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The
JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still
Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from
ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation
scheme
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or
from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note. libtiff is available
from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
==========

The "official" archive site for this software is ftp.uu.net (Internet
address 192.48.96.9). The most recent released version can always be found
there in directory graphics/jpeg. This particular version will be archived
as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't
have
direct Internet access, UUNET's archives are also available via UUCP; contact
help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only
ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from
the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or
on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12
"JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net
release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers
archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE
==========

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites,
notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.
Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
==========

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read.
(For example, none
of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical

advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether
 SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without
 sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.2 antlr-runtime 4.5.1

1.3 android-json 0.0.20131108.vaadin1

1.3.1 Available under license :

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*/

Found in path(s):
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONArray.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONStringer.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONObject.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONTokener.java
*
 /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSON.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONException.java

1.4 lz4 1.9.3

1.4.1 Available under license :

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Version 2, June 1991

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Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: liblz4
Upstream-Contact: Yann Collet <Cyan4973@github.com>
Source: https://github.com/lz4/lz4

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1.5 libcxxabi 1.1.10.5

1.5.1 Available under license :

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Manifest-Version: 1.0
Bnd-LastModified: 1695799258578
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8
6_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/nati
ve/Windows/x86_64/snappyjava.dll;osname=win32;processor=amd64,org/xer
ial/snappy/native/Windows/x86/snappyjava.dll;osname=win32;processor=x
86,org/xerial/snappy/native/Mac/x86/libsnappyjava.jnilib;osname=macos
x;processor=x86,org/xerial/snappy/native/Mac/x86_64/libsnappyjava.dyl
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o;osname=sunos;processor=x86-64,org/xerial/snappy/native/SunOS/sparc/
libsnappyjava.so;osname=sunos;processor=sparc
Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.5
Created-By: 11.0.20 (Azul Systems, Inc.)
Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java
Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.5
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
ppy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch
64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.nativ
e.Linux.arm,org.xerial.snappy.native.Linux.armv6,org.xerial.snappy.na
tive.Linux.armv7,org.xerial.snappy.native.Linux.ppc,org.xerial.snappy
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6,org.xerial.snappy.native.Mac.x86_64,org.xerial.snappy.native,org.xe
rial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org
.xerial.snappy.native.SunOS.x86_64,org.xerial.snappy.native.Windows.a
arch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.
Windows.x86_64
Require-Capability:
osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5

Tool: Bnd-5.1.2.202007211702

Found in path(s):
* /snappy-java-1-1-10-5-jar/META-INF/MANIFEST.MF

1.6 giflib 5.2.2

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1.7 free-type 2.13.3

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* /freetype-279-tar/freetype.TXT

1.8 simple launcher 1.1.0.14

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A. HISTORY OF THE SOFTWARE
==========

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

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

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

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

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

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes

2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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==========

The Distutils2 project was started by Tarek Ziad and is currently
maintained by ric Araujo. Many people have contributed to the project.

distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order,
and welcome into the Fellowship of the Packaging!

Thanks to:

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Metadata-Version: 1.0
Name: setuptools
Version: 0.6c9
Summary: Download, build, install, upgrade, and uninstall Python packages -- easily!
Home-page: http://pypi.org/pypi/setuptools

Author: Phillip J. Eby
Author-email: distutils-sig@python.org
License: PSF or ZPL
Description: ================================
Installing and Using Setuptools
==========

.. contents:: **Table of Contents**

Installation Instructions

Windows
=======

Install setuptools using the provided ``.exe`` installer. If you've previously
installed older versions of setuptools, please delete all ``setuptools*.egg``
and ``setuptools.pth`` files from your system's ``site-packages`` directory
(and any other ``sys.path`` directories) FIRST.

If you are upgrading a previous version of setuptools that was installed using
an ``.exe`` installer,
please be sure to also *uninstall that older version*
via your system's "Add/Remove Programs" feature, BEFORE installing the newer
version.

Once installation is complete, you will find an ``easy_install.exe`` program in
your Python ``Scripts`` subdirectory. Be sure to add this directory to your
``PATH`` environment variable, if you haven't already done so.

RPM-Based Systems
=================

Install setuptools using the provided source RPM. The included ``.spec`` file
assumes you are installing using the default ``python`` executable, and is not
specific to a particular Python version. The ``easy_install`` executable will
be installed to a system ``bin`` directory such as ``/usr/bin``.

If you wish to install to a location other than the default Python
installation's default ``site-packages`` directory (and ``$prefix/bin`` for
scripts), please use the ``.egg``-based
installation approach described in the
following section.

Cygwin, Mac OS X, Linux, Other
==========

1. Download the appropriate egg for your version of Python (e.g.
``setuptools-0.6c9-py2.4.egg``). Do NOT rename it.

2. Run it as if it were a shell script, e.g. ``sh setuptools-0.6c9-py2.4.egg``.
Setuptools will install itself using the matching version of Python (e.g.
``python2.4``), and will place the ``easy_install`` executable in the
default location for installing Python scripts (as determined by the
standard distutils configuration files, or by the Python installation).

If you want to install setuptools to somewhere other than ``site-packages`` or
your default distutils installation locations for libraries and scripts, you
may include EasyInstall command-line options such as ``--prefix``,
``--install-dir``, and so on, following the ``.egg`` filename
on the same
command line. For example::

sh setuptools-0.6c9-py2.4.egg --prefix=~

You can use ``--help`` to get a full options list, but we recommend consulting
the `EasyInstall manual`_ for detailed instructions, especially `the section
on custom installation locations`_.

.. _EasyInstall manual: http://peak.telecommunity.com/DevCenter/EasyInstall
.. _the section on custom installation locations: http://peak.telecommunity.com/DevCenter/EasyInstall#custom-installation-locations

Cygwin Note

If you are trying to install setuptools for the **Windows** version of Python
(as opposed to the Cygwin version that lives in ``/usr/bin``), you must make
sure that an appropriate executable (``python2.3``, ``python2.4``, or
``python2.5``) is on your **Cygwin** ``PATH`` when invoking the egg. For
example, doing the following at a Cygwin bash prompt will install setuptools
for the **Windows** Python found at ``C:\\Python24``::

ln -s /cygdrive/c/Python24/python.exe python2.4
PATH=.:$PATH sh setuptools-0.6c9-py2.4.egg
rm python2.4

Downloads
=========

All setuptools downloads can be found at `the project's home page in the Python Package Index`_. Scroll to the very bottom of the page to find the links.

.. _the project's home page in the Python Package Index: http://pypi.org/pypi/setuptools

In addition to the PyPI downloads, the development version of ``setuptools`` is available from the `Python SVN sandbox`_, and in-development versions of the `0.6 branch`_ are available as well.

.. _0.6 branch: http://svn.python.org/projects/sandbox/branches/setuptools-0.6/#egg=setuptools-dev06

.. _Python SVN sandbox: http://svn.python.org/projects/sandbox/trunk/setuptools/#egg=setuptools-dev

---
Using Setuptools and EasyInstall

Here are some of the available manuals, tutorials, and other resources for learning about Setuptools, Python Eggs, and EasyInstall:

* `The EasyInstall user's guide and reference manual`_
* `The setuptools Developer's Guide`_
* `The pkg_resources API reference`_
* `Package Compatibility Notes`_ (user-maintained)
* `The Internal Structure of Python Eggs`_

Questions, comments, and bug reports should be directed to the `distutils-sig mailing list`_. If you have written (or know of) any tutorials, documentation, plug-ins, or other resources for setuptools users, please let us know about them there, so this reference list can be updated. If you have working, *tested* patches to correct problems or add features, you may submit them to the `setuptools bug tracker`_.

.. _setuptools bug tracker: http://bugs.python.org/setuptools/
.. _Package Compatibility Notes: http://peak.telecommunity.com/DevCenter/PackageNotes
.. _The Internal Structure of Python Eggs: http://peak.telecommunity.com/DevCenter/EggFormats
.. _The setuptools Developer's Guide: http://peak.telecommunity.com/DevCenter/setuptools
.. _The pkg_resources API reference: http://peak.telecommunity.com/DevCenter/PkgResources
.. _The EasyInstall user's guide and reference manual: http://peak.telecommunity.com/DevCenter/EasyInstall
.. _distutils-sig mailing list: http://mail.python.org/pipermail/distutils-sig/

Credits
---

* The original design for the ``.egg`` format and the ``pkg_resources`` API was

co-created by Phillip Eby and Bob Ippolito. Bob also implemented the first version of ``pkg_resources``, and supplied the OS X operating system version compatibility algorithm.

* Ian Bicking implemented many early "creature comfort" features of easy_install, including support for downloading via Sourceforge and Subversion repositories. Ian's comments on the Web-SIG about WSGI application deployment also inspired the concept of "entry points" in eggs, and he has given talks at PyCon and elsewhere to inform and educate the community about eggs and setuptools.

* Jim Fulton contributed time and effort to build automated tests of various aspects of ``easy_install``, and supplied the doctests for the command-line ``.exe`` wrappers on Windows.

* Phillip J. Eby is the principal author and maintainer of setuptools, and first proposed the idea of an importable binary distribution format for Python application plug-ins.

* Significant parts of the implementation of setuptools were funded by the Open Source Applications Foundation, to provide a plug-in infrastructure for the Chandler PIM application.

In addition, many OSAF staffers (such as Mike "Code Bear" Taylor) contributed their time and stress as guinea pigs for the use of eggs and setuptools, even before eggs were "cool". (Thanks, guys!)

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* /yang-parser-antlr-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/yang-parser-antlr/pom.xml

1.17 typeguard 4.3.0

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1.19 asm 9.5

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* /asm-9-5-sources-3-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/Frame.java
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/asm-9-5-sources-3-jar/org/objectweb/asm/ClassReader.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/ByteVector.java
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* /asm-9-5-sources-3-jar/org/objectweb/asm/Constants.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/ConstantDynamic.java
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* /asm-9-5-sources-3-jar/org/objectweb/asm/TypePath.java
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* /asm-9-5-sources-3-jar/org/objectweb/asm/Edge.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/MethodVisitor.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/SymbolTable.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/Type.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/Context.java
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* /asm-9-5-sources-3-jar/org/objectweb/asm/MethodWriter.java
* /asm-9-5-sources-3-jar/org/objectweb/asm/FieldWriter.java
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* /asm-9-5-sources-3-jar/org/objectweb/asm/ClassVisitor.java
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1.20 yang-model-util 0.8.4-Beryllium-SR4

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* /grpc-rls-1-70-0-sources-jar/io/grpc/rls/ChildLbResolvedAddressFactory.java
* /grpc-rls-1-70-0-sources-jar/io/grpc/rls/CachingRlsLbClient.java
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1.22 gorm-gorm 1.25.10

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1.23 ant 1.10.11

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1.26 hibernate-validator 8.0.2.Final

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1.27 activemq-broker 6.1.7

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1.28 jakarta-jws-api 2.1.0

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1.29 jetcd-core 0.8.3

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*/
/**
    * Defragment one member of the cluster by its endpoint.
    *
    * <p>
    * After compacting the keyspace, the backend database may exhibit internal
    * fragmentation. Any internal fragmentation is space that is free to use
    * by the backend but still consumes storage space. The process of
    * defragmentation
releases this storage space back to the file system.
    * Defragmentation is issued on a per-member so that cluster-wide latency
```

```
   * spikes may be avoided.
   *
   * <p>
   * Defragment is an expensive operation. User should avoid defragmenting
   * multiple members at the same time.
   * To defragment multiple members in the cluster, user need to call defragment
   * multiple times with different endpoints.
   *
   * @param  target the etcd server endpoint.
   * @return        the response result
   */
```

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```

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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/DnsSrvResolverProvider.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserDeleteResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/TxnResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserRevokeRoleResponse.java
*
 /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/watch/WatchResponseWithError.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Client.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleDeleteResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/PutOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ClientConnectionManager.java
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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpNameResolver.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthDisableResponse.java

* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/LeaseOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/MaintenanceImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseGrantResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpResolverProvider.java
*
/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/CloseableClient.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/LeaderKey.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/CampaignResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/KeyValue.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleGrantPermissionResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/StatusResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/LockImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/CmpTarget.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/SnapshotResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Cluster.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/Op.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/ClientBuilder.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/AlarmResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/SnapshotReaderResponseWithError.java
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/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/GetOption.java
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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/Permission.java
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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/AuthImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserAddResponse.java

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 /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/NotLeaderException.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleAddResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/Errors.java
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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lock/UnlockResponse.java
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* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/DeleteOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ClientImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserListResponse.java
*
 /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/MemberRemoveResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/AuthCredential.java

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1.39 opentest4j 1.3.0

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* /opentest4j-1-3-0-sources-jar/org/opentest4j/TestAbortedException.java
* /opentest4j-1-3-0-sources-jar/org/opentest4j/MultipleFailuresError.java
*
 /opentest4j-1-3-0-sources-jar/org/opentest4j/AssertionFailedError.java
* /opentest4j-1-3-0-sources-jar/org/opentest4j/FileInfo.java
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1.40 jackson-dataformat-xml 2.17.3

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1.42 string-template 3.2.1

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1.43 jackson 2.17.3

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1.44 castor-xml 1.3.3

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1.45 oro 2.0.8

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* /oro-2-0-8-sources-4-jar/examples/matchesContainsExample.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/PatternCacheFIFO.java
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/*
* $Id: PatternCacheLRU.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkMatchResult.java
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* /oro-2-0-8-sources-4-jar/examples/awk/streamInputExample.java
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* $Id: Perl5MatchResult.java,v 1.8 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5MatchResult.java
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/*
* $Id: PatternCacheRandom.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/PatternCacheRandom.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/GenericPatternCache.java
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* $Id: GlobCompiler.java,v 1.8 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/GlobCompiler.java
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* $Id: Perl5Compiler.java,v 1.21 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5Compiler.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Substitution.java
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* /oro-2-0-8-sources-4-jar/examples/awk/strings.java
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*/
/**
  * Determines if the contents of a PatternMatcherInput, starting from the
  * current offset of the input contains a pattern.
  * If a pattern match is found, a MatchResult
   * instance representing the <b>first</b> such match is made acessible via
  * {@link #getMatch()}.  The current offset of the
  * PatternMatcherInput is set to the offset corresponding to the end
  * of the match, so that a subsequent call to this method will continue
  * searching where the last call left off.  You should remember that the
  * region between the begin and end offsets of the PatternMatcherInput are
  * considered the input to be searched, and that the current offset
  * of the PatternMatcherInput reflects where a search will start from.
  * Matches extending beyond the end offset of the PatternMatcherInput
  * will not be matched.  In other words, a match must occur entirely
  * between the begin and end offsets of the input.  See
  * {@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}
  * for more details.
  * <p>
  * As a side effect, if a match is found, the PatternMatcherInput match
  * offset information is updated.  See
```

```
 the PatternMatcherInput
  * {@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets
  * setMatchOffsets(int, int)} method for more details.
  * <p>
  * The pattern must be an AwkPattern instance, otherwise a
  * ClassCastException will be thrown.  You are not required to, and
  * indeed should NOT try to (for performance reasons), catch a
  * ClassCastException because it will never be thrown as long as you use
  * an AwkPattern as the pattern parameter.
  * <p>
  * This method is usually used in a loop as follows:
  * <blockquote><pre>
  * PatternMatcher matcher;
  * PatternCompiler compiler;
  * Pattern pattern;
  * PatternMatcherInput input;
  * MatchResult result;
  *
  * compiler = new AwkCompiler();
  * matcher  = new AwkMatcher();
  *
  * try {
  *   pattern = compiler.compile(somePatternString);
  * } catch(MalformedPatternException e) {
  *   System.err.println("Bad pattern.");
  *   System.err.println(e.getMessage());
   *   return;
  * }
  *
  * input   = new PatternMatcherInput(someStringInput);
  *
  * while(matcher.contains(input, pattern)) {
  *   result = matcher.getMatch();
  *   // Perform whatever processing on the result you want.
  * }
  *
  * </pre></blockquote>
  * <p>
  * @param input  The PatternMatcherInput to test for a match.
  * @param pattern  The Pattern to be matched.
  * @return True if the input contains a pattern match, false otherwise.
  * @exception ClassCastException If a Pattern instance other than an
  *         AwkPattern is passed as the pattern parameter.
  */

 Found in path(s):
 * /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkMatcher.java
```

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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/MatchResult.java
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* $Id: MatchActionProcessor.java,v 1.10 2003/11/07 20:16:24 dfs Exp $
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* $Id: SyntaxNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/SyntaxNode.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/perl/MalformedPerl5PatternException.java
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1.46 asm 8.0.1

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 /asm-8-0-1-sources-2-jar/org/objectweb/asm/AnnotationWriter.java
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1.47 pax-utils 1.3.8-r2

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1.48 netty-handler 4.1.125.Final

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1.49 python-requests 2.32.3

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1.51 jandex 3.2.0

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1.52 springdoc-openapi-starter-webmvc-ui 2.1.0

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1.54 jackson-annotations 2.15.2

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.64 jaxb-runtime 2.3.3

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1.66 jackson-dataformat-yaml 2.17.3

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1.67 netty-codec-haproxy 4.2.5.Final

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1.68 packaging 25.0

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1.69 yang-model-ri 7.0.7

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* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/RestrictedInt16Type.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/DerivedUint64Type.java
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* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/DerivedInt8Type.java
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/yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/BaseInt8Type.java
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* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/ExtensionEffectiveStatementImpl.java
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* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/SubmoduleStatementImpl.java

* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/RegularRequireInstanceStatement.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/EmptyGroupingStatement.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/EmptyMinElementsStatement.java
*
/yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/ChoiceEffectiveStatementImpl.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/RegularMandatoryEffectiveStatement.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/EmptyRpcStatement.java
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Found in path(s):
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Found in path(s):
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/ResolvedLengthConstraint.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/ResolvedRangeConstraint.java
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Found in path(s):
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/BitBuilder.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/BitImpl.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/EmptyConfigStatement.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/ActionEffectiveStatementImpl.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/RegularAnydataStatement.java
* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/type/EnumPairBuilder.java
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/yang-model-ri-7-0-7-sources-
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jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/EmptyConfigEffectiveStatement.java
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Found in path(s):
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* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-

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* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/DeclaredStatements.java
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/yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/ref/RefPresenceStatement.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/ref/RefReferenceStatement.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/ref/RefContactStatement.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/ref/RefRangeStatement.java
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* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/RegularRpcStatement.java
* /yang-model-ri-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/eff/RegularYangVersionEffectiveStatement.java
* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-
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* /yang-model-ri-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/ri/stmt/impl/decl/EmptyChoiceStatement.java

1.70 python3-pycache-pyc0 3.12.12-r0

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A. HISTORY OF THE SOFTWARE
==========

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

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

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

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

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

2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
PSF	yes			

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute a modified version without making your changes open source. The GPL-compatible licenses make it possible to combine Python with other software that is released under the GPL; the others don't.

(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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1.71 netty-codec-memcache 4.2.5.Final

1.71.1 Available under license :

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-codec-memcache-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-memcache/pom.xml
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObject.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectAggregator.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectDecoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectEncoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/DefaultLastMemcacheContent.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/DefaultMemcacheContent.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/FullMemcacheMessage.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/LastMemcacheContent.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/MemcacheContent.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/MemcacheMessage.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/MemcacheObject.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-

jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheDecoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheEncoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheMessage.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheClientCodec.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheMessage.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheObjectAggregator.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheOpcodes.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequest.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestDecoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestEncoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponse.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseDecoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseEncoder.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseStatus.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheServerCodec.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheRequest.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheResponse.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultFullBinaryMemcacheRequest.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultFullBinaryMemcacheResponse.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheRequest.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheResponse.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/binary/package-info.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/io/netty/handler/codec/memcache/package-info.java/*
/opt/cola/permits/2616834148_1758692161.7937374/0/netty-codec-memcache-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.72 libidn 2.3.8-r0

1.72.1 Available under license :

/* Extract the last component (base name) of a file name.

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE.  */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
 DOUBLE_SLASH_IS_DISTINCT_ROOT
# define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif
```

```
/* Return the address of the last file name component of FILENAME.
  If FILENAME has some trailing slash(es), they are considered to be
  part of the last component.
  If FILENAME has no relative file name components because it is a file
  system root, return the empty string.
  Examples:
          FILENAME      RESULT
          "foo.c"       "foo.c"
          "foo/bar.c"   "bar.c"
          "/foo/bar.c"  "bar.c"
          "foo/bar/"    "bar/"
          "foo/bar//"   "bar//"
          "/"           ""
          "//"          ""
          ""            ""
  The return value is a tail of the given FILENAME; do NOT free() it!  */

/* This function was traditionally called 'basename', but we avoid this
  function name because
    * Various platforms have different functions in their libc.
      In particular, the glibc basename(),
 defined in <string.h>, does
      not consider trailing slashes to be part of the component:
          FILENAME      RESULT
          "foo/bar/"    ""
          "foo/bar//"   ""
    * The 'basename' command eliminates trailing slashes and for a root
      produces a non-empty result:
          FILENAME      RESULT
          "foo/bar/"    "bar"
          "foo/bar//"   "bar"
          "/"           "/"
          "//"          "/"
*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
  Typically FILENAME is the value returned by base_name or last_component.
  Act like strlen (FILENAME), except omit all trailing slashes.  */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;


#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */
```

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1.76 aether-util 1.13.1

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* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/PreorderNodeListGenerator.java
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* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/TransformationContextKeys.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/ConfigUtils.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/DefaultArtifactType.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/PathRecordingDependencyVisitor.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/repository/DefaultProxySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/DefaultRepositorySystemSession.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/selector/StaticDependencySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/DelegatingArtifact.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/PatternExclusionsDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/JavaScopes.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/concurrency/RunnableErrorForwarder.java
* /aether-util-1-13-1-sources-2-
jar/org/sonatype/aether/util/graph/transformer/ChainedDependencyGraphTransformer.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/JavaDependencyContextRefiner.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/layout/MavenDefaultLayout.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/OrDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/metadata/DefaultMetadata.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/DefaultArtifact.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/DefaultTransferResource.java

* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/ChainedRepositoryListener.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/ArtifactProperties.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/ArtifacIdUtils.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/ChainedTransferListener.java
* /aether-util-1-13-1-sources-2-
jar/org/sonatype/aether/util/graph/transformer/NoopDependencyGraphTransformer.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/StringUtils.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/AbstractTransferListener.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/version/GenericVersion.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/selector/AndDependencySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/traverser/StaticDependencyTraverser.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/DefaultSessionData.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/DefaultTransferEvent.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/NearestVersionConflictResolver.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/JavaEffectiveScopeCalculator.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/ExclusionsDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/DefaultRepositoryCache.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/AbstractRepositoryListener.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/TreeDependencyVisitor.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/repository/DefaultMirrorSelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/FilteringDependencyVisitor.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/listener/DefaultRepositoryEvent.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/selector/OptionalDependencySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/selector/ScopeDependencySelector.java
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* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/AndDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/DefaultDependencyNode.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/repository/ConservativeAuthenticationSelector.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/ChecksumUtils.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/DefaultRequestTrace.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/repository/DefaultAuthenticationSelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/SubArtifact.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/AbstractArtifact.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/ScopeDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/version/GenericVersionScheme.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/DefaultArtifactTypeRegistry.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/Stack.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/DependencyFilterUtils.java
*
 /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/ConflictIdSorter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/repository/ConservativeProxySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/transformer/ConflictMarker.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/NotDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/selector/ExclusionDependencySelector.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/layout/RepositoryLayout.java

* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/version/GenericVersionRange.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/manager/ClassicDependencyManager.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/filter/PatternInclusionsDependencyFilter.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/traverser/FatArtifactTraverser.java
*
/aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/FilterRepositorySystemSession.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/version/GenericVersionConstraint.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/artifact/OverlayArtifactTypeRegistry.java
* /aether-util-1-13-1-sources-2-jar/org/sonatype/aether/util/graph/CloningDependencyVisitor.java

1.77 failsafe 3.3.2

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* /failsafe-3-3-2-sources-jar/dev/failsafe/FallbackBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/FallbackImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Functions.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedConsumer.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/AsyncExecutionImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/ContextualRunnable.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/ClosedState.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitBreakerImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/ContextualSupplier.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FailsafeException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/Scheduler.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreaker.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/HalfOpenState.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/SyncExecutionImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/ExecutionImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedFunction.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/OpenState.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedPredicate.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/ExecutionContext.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RetryPolicyImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/util/Assert.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/AsyncRunnable.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/FailsafeFuture.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/DefaultScheduledFuture.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Failsafe.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedBiPredicate.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerOpenException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitState.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/AsyncSupplier.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedRunnable.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicy.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/Fallback.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerBuilder.java
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* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadFullException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/BulkheadImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Bulkhead.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/internal/BulkheadExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimitExceededException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimiter.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/BurstyRateLimiterStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/SmoothRateLimiterStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RateLimiterExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RateLimiterImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadBuilder.java
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* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/AsyncExecutionInternal.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/DelayablePolicy.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CountingCircuitStats.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/event/EventListener.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicyConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionAttemptedEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitBreakerExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/TimeoutExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionScheduledEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FailurePolicyBuilder.java
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* /failsafe-3-3-2-sources-jar/dev/failsafe/PolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/CircuitBreakerStateChangedEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/EventHandler.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/PolicyListeners.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/DelayablePolicyConfig.java
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* /failsafe-3-3-2-sources-jar/dev/failsafe/DelayablePolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Execution.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FallbackConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/TimedCircuitStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/ExecutionResult.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FailurePolicyConfig.java
*
 /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RetryPolicyExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/PolicyConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/ExecutionInternal.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionCompletedEvent.java
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1.81 jackson 2.15.2

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* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/MessageProducerInvocationHandler.java
* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/DefaultJmsPublishObservationConvention.java
* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/package-info.java
* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsPublishObservationConvention.java
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1.83 spring-web-flow 2.4.6.RELEASE

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jar/org/springframework/webflow/security/SecurityFlowExecutionListener.java
* /spring-webflow-2-4-6-release-sources-3-
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*
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jar/org/springframework/webflow/engine/model/builder/xml/XmlFlowModelBuilder.java
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jar/org/springframework/webflow/engine/model/registry/FlowModelRegistryImpl.java
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jar/org/springframework/webflow/engine/builder/support/FlowBuilderServices.java
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/spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/context/portlet/FlowUrlHandler.java
* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-
jar/org/springframework/webflow/action/DefaultMultiActionMethodResolver.java
* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/ViewFactory.java
* /spring-webflow-2-4-6-release-sources-3-
jar/org/springframework/webflow/execution/FlowExecutionKeyFactory.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/model/SecuredModel.java
* /spring-webflow-2-4-6-release-sources-3-
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/spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/repository/BadlyFormattedFlowExecutionKeyException.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/mvc/builder/FlowResourceFlowViewResolver.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/definition/registry/FlowDefinitionRegistry.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/model/registry/FlowModelHolder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/repository/impl/DefaultFlowExecutionRepository.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/repository/FlowExecutionRestorationFailureException.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/core/collection/AttributeMapBindingListener.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/FlowVariable.java
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/spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/executor/FlowExecutionResult.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/builder/DefaultFlowHolder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/model/builder/xml/DocumentLoader.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/FlowExecutionKey.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/model/InputModel.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/conversation/impl/BadlyFormattedConversationIdException.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/mvc/view/FlowViewResolver.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/repository/snapshot/SnapshotNotFoundException.java
*
/spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/action/ExternalRedirectAction.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/action/ViewFactoryActionAdapter.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/definition/TransitionableStateDefinition.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/execution/factory/FlowExecutionListenerCriteria.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/action/SuccessEventFactory.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/FlowOutputMappingException.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/definition/TransitionDefinition.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/scope/ScopeRegistrar.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/action/MultiAction.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/test/MockViewFactoryCreator.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/test/MockFlowBuilderContext.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/persistence/package-info.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/ActionState.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/model/SetModel.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/DecisionState.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/conversation/package-info.java
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jar/org/springframework/webflow/context/servlet/WebFlow1FlowUrlHandler.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/context/servlet/FlowUrlHandler.java
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* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/test/MockParameterMap.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/context/servlet/HttpServletRequestParameterMap.java
*
 /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/config/FlowDefinitionRegistryBuilder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/test/MockRequestContext.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/config/FlowExecutorBuilder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/engine/builder/model/FlowModelFlowBuilder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/config/FlowBuilderServicesBuilder.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/persistence/HibernateFlowExecutionListener.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/config/AbstractFlowConfiguration.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/mvc/view/AbstractMvcView.java
* /spring-webflow-2-4-6-release-sources-3-jar/org/springframework/webflow/context/portlet/PortletRequestParameterMap.java

1.84 opentelemetry-api 1.49.0

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1.85 jackson-module-jakarta-xmlbind-annotations 2.19.2

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1.88 slf4j-reload4j 1.7.36

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* /slf4j-reload4j-1-7-36-sources-3-jar/org/slf4j/impl/Reload4jMDCAdapter.java
* /slf4j-reload4j-1-7-36-sources-3-jar/org/slf4j/impl/Reload4jLoggerFactory.java
* /slf4j-reload4j-1-7-36-sources-3-jar/org/slf4j/impl/StaticMDCBinder.java
* /slf4j-reload4j-1-7-36-sources-3-jar/org/slf4j/impl/StaticMarkerBinder.java
* /slf4j-reload4j-1-7-36-sources-3-jar/org/slf4j/impl/Reload4jLoggerAdapter.java

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1.91 grpc-servlet 1.70.0

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* /grpc-servlet-1-70-0-sources-jar/io/grpc/servlet/GrpcServlet.java
* /grpc-servlet-1-70-0-sources-jar/io/grpc/servlet/ServletServerBuilder.java
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* /grpc-servlet-1-70-0-sources-jar/io/grpc/servlet/AsyncServletOutputStreamWriter.java

1.92 netty-transport-rxtx 4.1.125.Final

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1.93 jaxb-core 2.3.6

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1.97 jackson-databind 2.19.2

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1.99 slf4j 1.7.36

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1.100 bcpkix-jdk18on 1.79

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```
/**
   * Base constructor.
   * <p>
```

* The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
*
*
* Known suffixes is a list of public domain suffixes that can't be used as wild cards for
* example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
* If *.com is in the known suffixes list will not be allowed to match.
*
*
* @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
*/

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1.101 zap-exp 1.17.0

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1.102 snmp-4j 3.7.4

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 _##
 _##  SNMP4J - TransportStateListener.java
```

```
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 _##  SNMP4J - ResponseListener.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/event/ResponseListener.java
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 _##
 _##  SNMP4J - JavaLogFactory.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/log/JavaLogFactory.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/PrivAES.java
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 _##
 _##  SNMP4J - NoLogger.java
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 _##  SNMP4J - CommandResponder.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/CommandResponder.java
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 _##
 _##  SNMP4J - TlsTmSecurityCallbackProxy.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TlsTmSecurityCallbackProxy.java
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 _##  SNMP4J - EnumerationIterator.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/EnumerationIterator.java
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 _##
 _##  SNMP4J - SecurityParameters.java
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 _##
 _##  SNMP4J - Priv3DES.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/Priv3DES.java
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 _##  SNMP4J - UnsignedInteger32.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/UnsignedInteger32.java
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```
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 _##
 _##  SNMP4J - TsmSecurityStateReference.java
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 _##  SNMP4J - ConnectionOrientedTransportMapping.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/ConnectionOrientedTransportMapping.java
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/*_##########################################################################
 _##
 _##  SNMP4J - BitString.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/BitString.java
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 _##  SNMP4J - TLSTM.java
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 _##  SNMP4J - AbstractTarget.java
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 _##  SNMP4J - Target.java
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 _##
 _##  SNMP4J - SimpleMessageID.java
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 _##  SNMP4J - DefaultTimeoutModel.java
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 _##
 _##  SNMP4J - BEROutputStream.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/asn1/BEROutputStream.java
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 _##  SNMP4J - DHOperations.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/dh/DHOperations.java
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 _##
 _##  SNMP4J - SMIAddress.java
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 _##  SNMP4J - AbstractServerSocket.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/AbstractServerSocket.java
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 _##
 _##  SNMP4J - AbstractTransportServerThread.java
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/AbstractTransportServerThread.java
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 _##  SNMP4J - TLSTMTrustManagerFactory.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TLSTMTrustManagerFactory.java
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 _##
 _##  SNMP4J - TlsAddress.java
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 _##  SNMP4J - VariantVariable.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/VariantVariable.java
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 _##
 _##  SNMP4J - VariableBinding.java
```

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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/VariableBinding.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/SnmpConfigurator.java
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 _##
 _##  SNMP4J - BERInputStream.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/asn1/BERInputStream.java
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 _##  SNMP4J - RequestStatistics.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/RequestStatistics.java
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 _##
 _##  SNMP4J - MessageLength.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/MessageLength.java
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 _##  SNMP4J - PduHandle.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/PduHandle.java
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/*_##########################################################################
 _##
 _##  SNMP4J - TransportIpAddress.java
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 _##  SNMP4J - TLSTMExtendedTrustManagerFactory.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TLSTMExtendedTrustManagerFactory.java
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 _##  SNMP4J - DHGroups.java
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 _##  SNMP4J - PduHandleCallback.java
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 _##  SNMP4J - AuthHMAC192SHA256.java
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 _##  SNMP4J - SimpleVariableTextFormat.java
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 _##  SNMP4J - CounterEvent.java
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 _##  SNMP4J - PrivAES128.java
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 _##  SNMP4J - SecurityStateReference.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/SecurityStateReference.java
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 _##
 _##  SNMP4J - DefaultPDUFactory.java
```

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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/DefaultPDUFactory.java
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 _##
 _##  SNMP4J - TimedMessageID.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/TimedMessageID.java
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 _##  SNMP4J - ThreadPool.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/ThreadPool.java
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 _##
 _##  SNMP4J - ResponseEvent.java
```

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* /snmp4j-3-7-4-sources-jar/org/snmp4j/event/ResponseEvent.java
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 _##  SNMP4J - DefaultSSLEngineConfiguration.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/DefaultSSLEngineConfiguration.java
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/*_##########################################################################
 _##
 _##  SNMP4J - USM.java
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```
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 _##  SNMP4J - MessageException.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/MessageException.java
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 _##
 _##  SNMP4J - TreeEvent.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/TreeEvent.java
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 _##  SNMP4J - UserTarget.java
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/*_##########################################################################
 _##
 _##  SNMP4J - CounterListener.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/event/CounterListener.java
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 _##  SNMP4J - SecurityLevel.java
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```
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 _##
 _##  SNMP4J - AbstractSocketEntry.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/AbstractSocketEntry.java
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 _##  SNMP4J - DTLSTM.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/DTLSTM.java
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/*_##########################################################################
 _##
 _##  SNMP4J - LogProxy.java
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 _##  SNMP4J - SnmpUriCallback.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/uri/SnmpUriCallback.java
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 _##
 _##  SNMP4J - EngineIdCacheSize.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/EngineIdCacheSize.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/AssignableFromLong.java
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 _##
 _##  SNMP4J - SNMP4JSettings.java
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```
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 _##  SNMP4J - AuthHMAC256SHA384.java
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 _##  SNMP4J - SecureTarget.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/TableListener.java
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 _##
 _##  SNMP4J - WorkerPool.java
```

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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/WorkerPool.java
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 _##  SNMP4J - LogFactory.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/log/LogFactory.java
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/*_##########################################################################
 _##
 _##  SNMP4J - DefaultThreadFactory.java
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```

Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/DefaultThreadFactory.java
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```
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 _##  SNMP4J - PrivAES192With3DESKeyExtension.java
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 _##########################################################################*/
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/nonstandard/PrivAES192With3DESKeyExtension.java
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```
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 _##
 _##  SNMP4J - CommandResponderEvent.java
```

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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/CommandResponderEvent.java
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```
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 _##  SNMP4J - Snmp.java
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```

Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/Snmp.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - OctetString.java
```

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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/OctetString.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - ScopedPDU.java
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/ScopedPDU.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - DHParameters.java
```

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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/dh/DHParameters.java
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/*_##########################################################################
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 _##  SNMP4J - PrivacyGeneric.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/PrivacyGeneric.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - SnmpURI.java
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/uri/SnmpURI.java
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```
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 _##  SNMP4J - ConsoleLogFactory.java
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/log/ConsoleLogFactory.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - MultiThreadedMessageDispatcher.java
```

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 _##
 _##  SNMP4J - OID.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/cfg/SnmpEngineIdProvider.java
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 _##  SNMP4J - SecurityProtocol.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/AbstractTransportMapping.java
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 _##  SNMP4J - TcpAddress.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/PropertiesTlsTmSecurityCallback.java
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 _##  SNMP4J - UdpTransportMapping.java
```

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```
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xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
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   <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
   <project.build.resourceEncoding>UTF-8</project.build.resourceEncoding>
</properties>
<name>SNMP4J</name>
<description>SNMP API for Java</description>
<url>https://snmp4j.org</url>
<developers>
   <developer>
      <name>Frank Fock</name>
      <email>fock@agentpp.com</email>
      <organization>AGENTPP</organization>
      <organizationUrl>https://agentpp.com</organizationUrl>
   </developer>
</developers>
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   <developerConnection>scm:git:git@snmp.app:snmp4j.git</developerConnection>
</scm>
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      <name>Apache 2</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
      <distribution>repo</distribution>
   </license>
</licenses>
<organization>
   <name>SNMP4J.org</name>
   <url>https://snmp4j.org</url>
</organization>
<profiles>
   <profile>
      <id>default</id>
      <distributionManagement>
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         <repository>
            <uniqueVersion>false</uniqueVersion>
            <id>oosnmpRepo</id>
            <name>snmp.app Repository</name>
            <url>dav:https://snmp.app/dist/release</url>
            <layout>default</layout>
         </repository>
         <snapshotRepository>
```

```
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            <id>oosnmpRepo</id>
            <name>snmp.app Snapshots</name>
            <url>dav:https://snmp.app/dist/snapshot</url>
            <layout>default</layout>
        </snapshotRepository>
    </distributionManagement>
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            <plugin>
                <groupId>org.apache.maven.plugins</groupId>
                <artifactId>maven-jar-plugin</artifactId>
                <version>3.2.0</version>
                <configuration>
                    <archive>
                        <manifest>
                            <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
                        </manifest>
                    </archive>
                </configuration>
            </plugin>
            <plugin>
                <groupId>org.apache.maven.plugins</groupId>
                <artifactId>maven-assembly-plugin</artifactId>
                <version>3.3.0</version>
                <executions>
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                        <phase>package</phase>
                        <goals>
                            <goal>single</goal>
                        </goals>
                        <configuration>
                            <descriptors>
                                <descriptor>assembly.xml</descriptor>
                            </descriptors>
                        </configuration>
                    </execution>
                </executions>
            </plugin>
        </plugins>
    </build>
</profile>
<profile>
    <id>ossrh</id>
    <distributionManagement>
        <snapshotRepository>
            <id>ossrh</id>
```

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        </snapshotRepository>
        <repository>
            <id>ossrh</id>
            <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
        </repository>
    </distributionManagement>
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                <groupId>org.apache.maven.plugins</groupId>
                <artifactId>maven-gpg-plugin</artifactId>
                <version>1.6</version>
                <executions>
                    <execution>
                        <id>sign-artifacts</id>
                        <phase>verify</phase>
                        <goals>
                            <goal>sign</goal>
                        </goals>
                    </execution>
                </executions>
                <configuration>
                    <keyname>${gpg.keyname}</keyname>
                    <passphraseServerId>${gpg.keyname}</passphraseServerId>
                    <gpgArguments>
                        <arg>--pinentry-mode</arg>
                        <arg>loopback</arg>
                    </gpgArguments>
                </configuration>
            </plugin>
            <plugin>
                <groupId>org.sonatype.plugins</groupId>
                <artifactId>nexus-staging-maven-plugin</artifactId>
                <version>1.6.13</version>
                <extensions>true</extensions>
                <configuration>
                    <serverId>ossrh</serverId>
                    <nexusUrl>https://oss.sonatype.org/</nexusUrl>
                    <autoReleaseAfterClose>true</autoReleaseAfterClose>
                    <stagingProgressTimeoutMinutes>10</stagingProgressTimeoutMinutes>
                </configuration>
            </plugin>
        </plugins>
    </build>
  </profile>
</profiles>
<dependencies>
```

```
    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <version>4.13.2</version>
      <scope>test</scope>
    </dependency>
  </dependencies>
  <build>
    <outputDirectory>classes</outputDirectory>
    <extensions>
      <extension>
        <groupId>org.apache.maven.wagon</groupId>
        <artifactId>wagon-webdav-jackrabbit</artifactId>
        <version>3.3.4</version>
      </extension>
    </extensions>
    <plugins>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
         <artifactId>maven-help-plugin</artifactId>
        <version>2.2</version>
      </plugin>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-source-plugin</artifactId>
        <version>3.2.1</version>
        <configuration>
          <excludes>
            <exclude>src/test/*</exclude>
          </excludes>
        </configuration>
        <executions>
          <execution>
            <id>attach-sources</id>
            <phase>verify</phase>
            <goals>
              <goal>jar-no-fork</goal>
            </goals>
          </execution>
        </executions>
      </plugin>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-javadoc-plugin</artifactId>

  <version>3.4.1</version>
        <executions>
          <execution>
```

```
            <id>attach-javadocs</id>
            <goals>
              <goal>jar</goal>
            </goals>
          </execution>
        </executions>
        <configuration>
          <stylesheet>java</stylesheet>
          <doctitle>${project.name} ${project.version}</doctitle>
          <bottom>Copyright 2005-2022 Frank Fock (SNMP4J.org)</bottom>
          <windowtitle>${project.name} ${project.version}</windowtitle>
          <docfilessubdirs>true</docfilessubdirs>
          <excludePackageNames>org.snmp4j.test:org.snmp4j.test.tools.console</excludePackageNames>
          <show>protected</show>
          <version />
          <author />
          <encoding>UTF-8</encoding>
          <additionalOptions>-html5 -Xdoclint:-html</additionalOptions>
        </configuration>
      </plugin>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-compiler-plugin</artifactId>
        <version>3.10.1</version>
        <configuration>
          <source>9</source>
          <target>9</target>
          <release>9</release>
          <encoding>UTF-8</encoding>
          <compilerArgument>-Xlint:all</compilerArgument>
        </configuration>
      </plugin>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-jar-plugin</artifactId>
        <version>3.2.2</version>
        <configuration>
          <archive>
            <manifest>
              <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
            </manifest>

          </archive>
          <excludes>
            <exclude>classes-test/**</exclude>
          </excludes>
        </configuration>
      </plugin>
```

```
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-assembly-plugin</artifactId>
          <version>3.3.0</version>
          <configuration>
            <descriptors>
              <descriptor>assembly.xml</descriptor>
            </descriptors>
          </configuration>
          <executions>
            <execution>
              <id>make-assembly</id>
              <phase>package</phase>
              <goals>
                <goal>single</goal>
              </goals>
             </execution>
          </executions>
        </plugin>
      </plugins>
  </build>
</project>
```

Found in path(s):
*
/snmp4j-3-7-4-sources-jar/META-INF/maven/org.snmp4j/snmp4j/pom.xml
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```
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 _##  SNMP4J - Address.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/Address.java
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 _##  SNMP4J - CounterSupport.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/CounterSupport.java
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 _##  SNMP4J - TsmSecurityParameters.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/TsmSecurityParameters.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/MessageID.java
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 _##  SNMP4J - Session.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/Session.java
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 _##  SNMP4J - MessageDispatcherImpl.java
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Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/MessageDispatcherImpl.java
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 _##  SNMP4J - PrivAES256.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/PrivAES256.java
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 _##  SNMP4J - DictionaryOIDTextFormat.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/DictionaryOIDTextFormat.java
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 _##  SNMP4J - DefaultCounterListener.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/DefaultCounterListener.java
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 _##  SNMP4J - NonStandardSecurityProtocol.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/nonstandard/NonStandardSecurityProtocol.java
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/*_############################################################################
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 _##  SNMP4J - LogControl.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/tools/console/LogControl.java
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```
/*_############################################################################
 _##
 _##  SNMP4J - AuthHMAC384SHA512.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/AuthHMAC384SHA512.java
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 _##  SNMP4J - SnmpCommand.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/tools/console/SnmpCommand.java
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 _##  SNMP4J - CipherPool.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/CipherPool.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/PDUv1.java
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 _##  SNMP4J - EngineBootsCounterFile.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/cfg/EngineBootsCounterFile.java
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 _##  SNMP4J - TLSTMExtendedTrustManager.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TLSTMExtendedTrustManager.java
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 _##  SNMP4J - StatusInformation.java
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 _##  SNMP4J - SnmpEngineListener.java
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 _##  SNMP4J - SecurityModel.java
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 _##  SNMP4J - SecurityNameMapping.java
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 _##  SNMP4J - AuthGeneric.java
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 _##  SNMP4J - AuthenticationFailureEvent.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/SnmpConstants.java
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 _##  SNMP4J - TransportListener.java
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 _##  SNMP4J - PrivacyProtocol.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/Counter64.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TLSTMUtil.java
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```
/*_############################################################################
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 _##  SNMP4J - AuthHMAC128SHA224.java
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/DummyTransport.java
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options.des.y=Set the privacy protocol to be used to encrypt SNMPv3 messages. Valid values are DES, AES (AES128), AES192, AES256, AES192p, AES256p, and 3DES(DESEDE). The AES protocols that end with 'p' (for proprietary) are using a non-standardized key extension algorithm from 3DES.

Found in path(s):
* /snmp4j-3-7-4-sources-jar/org/snmp4j/tools/console/help.properties
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* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/TreeUtils.java
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1.103 cglib-nodep 3.3.0

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1.105 netty-transport-native-epoll 4.1.125.Final

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-epoll.linux-aarch_64
Built-By: root
Bnd-LastModified: 1756889631803
Specification-Title: Netty/Transport/Native/Epoll
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional
Fragment-Host: io.netty.transport-classes-epoll
Bundle-Name: Netty/Transport/Native/Epoll
Bundle-NativeCode: META-INF/native/libnetty_transport_native_epoll_aar
ch_64.so; osname=Linux; processor=aarch64,*
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Native/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for
rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.epoll.linux.aarch_64
Implementation-Version: 4.1.125.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2

Bundle-Vendor: The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8
Bundle-Version: 4.1.125.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_222
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-transport-native-epoll/

Found in path(s):
* /netty-transport-native-epoll-4-1-125-final-linux-aarch-64-jar/META-INF/MANIFEST.MF
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/opt/cola/permits/2640411403_1759668032.2701356/0/netty-transport-native-epoll-4-1-125-final-linux-aarch-64-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.106 perks 1.0.1

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1.107 jakarta-xml-soap-api 3.0.2

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1.108 netty-codec-xml 4.1.125.Final

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1.112 hibernate 5.6.15.Final

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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1.113 netty-codec-stomp 4.2.5.Final

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/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/DefaultLastStompContentSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompContentSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompFrame.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompHeaders.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompHeadersSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/LastStompContentSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompCommand.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompConstants.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompContentSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompFrame.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompHeaders.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompHeadersSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompSubframe.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeAggregator.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeDecoder.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeEncoder.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/io/netty/handler/codec/stomp/package-info.java/*
/opt/cola/permits/2616834314_1758692005.696736/0/netty-codec-stomp-4-2-5-final-sources-jar/module-info.yml#

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1.114 jandex 2.4.2.Final

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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInternal.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfoGenerator.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/DotName.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Type.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInternal.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnsupportedVersion.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/NameTable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JarIndexer.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationValue.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexView.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationInstance.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/CompositeIndex.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Main.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Result.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriter.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JandexAntTask.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReader.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV1.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataOutputStream.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Index.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV1.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataInputStream.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PrimitiveType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/StrongInternPool.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Indexer.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV2.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV2.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/VoidType.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ThrowsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ArrayType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/WildcardType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ParameterizedType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java

* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnresolvedTypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PositionBasedTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/EmptyTypeTarget.java

1.115 vertx-core 4.5.9

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Core commands
io.vertx.core.impl.launcher.commands.RunCommandFactory
io.vertx.core.impl.launcher.commands.VersionCommandFactory
io.vertx.core.impl.launcher.commands.BareCommandFactory

Background application control

io.vertx.core.impl.launcher.commands.ListCommandFactory
io.vertx.core.impl.launcher.commands.StartCommandFactory
io.vertx.core.impl.launcher.commands.StopCommandFactory

Found in path(s):
* /vertx-core-4-5-9-1-jar/META-INF/services/io.vertx.core.spi.launcher.CommandFactory

1.116 log4j-web 2.20.0

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1.117 grpc-grpclb 1.66.0

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1.118 etcd-client 3.5.16

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1.119 triemap 1.2.0

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* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/package-info.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/LookupResult.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/AbstractIterator.java
*
/triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/ImmutableIterator.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/MutableIterator.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/EntryUtil.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/PresencePredicate.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/MutableEntrySet.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/AbstractEntrySet.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/Constants.java
* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/EntryNode.java
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* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/Equivalence.java
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* /triemap-1-2-0-sources-1-jar/tech/pantheon/triemap/ImmutableTrieMap.java
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1.120 netty-tcnative 2.0.9.Final

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1.121 log4j-1.2-api 2.20.0

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 /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ParameterDataTypeReader.java
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* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/ApiSelectorBuilder.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationDeprecatedReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/OperationCachingEquivalence.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationModelsProvider.java
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* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ParameterNameReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiListingReferenceScanner.java
*
/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/DuplicateGroupsDetector.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/DescriptionResolver.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ModelAttributeField.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/ApiOperationReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiModelReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/Docket.java

* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationResponseClassReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ExpandedParameterBuilder.java
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 /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/OperationParameterReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/operation/CachingOperationNameGenerator.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiListingScanner.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ParameterRequiredReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiDescriptionReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/ControllerNamingUtils.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/Paths.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/DocumentationPluginsBootstrapper.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiDocumentationScanner.java
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 /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/QueryStringUriTemplateDecorator.java
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* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/CachingOperationReader.java
*
/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/OperationPathDecorator.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/ApiListingReferenceScanResult.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/PathSanitizer.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/operation/OperationTagsReader.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/parameter/ParameterMultiplesReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/scanners/ApiListingReader.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/operation/OperationReader.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/PathMappingAdjuster.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/parameter/ParameterDefaultReader.java
*
/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/DefaultConfiguration.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/DocumentationCache.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/json/Json.java
* /springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/ApiListingScanningContext.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/paths/DefaultPathProvider.java
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* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ExpansionContext.java
*
 /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/DefaultRequestHandlerCombiner.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ModelAttributeParameterMetadataAccessor.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/JacksonSerializerConvention.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ParameterTypeDeterminer.java
* /springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/PathAndParametersEquivalence.java
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1.125 jackson-annotations 2.19.2

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.126 profile 1.7.0

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1.127 log4j-1.2-api 2.24.3

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1.128 yang-common 0.8.4-Beryllium-SR4

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1.130 jta 1.2

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* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalService.java
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1.131 zlib 1.3.1-r2

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1.132 cxf-rt-frontend-jaxrs 3.5.5

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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintDefinitionException.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Digits.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Min.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/package-info.java
*
/jakarta-validation-api-3-0-2-sources-jar/module-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorContext.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/CascadableDescriptor.java

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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupDefinitionException.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/UnexpectedTypeException.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ReturnValueDescriptor.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/Unwrapping.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ReportAsSingleViolation.java
*
/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ParameterDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Constraint.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/NoProviderFoundException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorFactory.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Null.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Path.java
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*
/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorFactory.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Max.java

* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/PastOrPresent.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Negative.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Validator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ContainerElementTypeDescriptor.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ElementKind.java
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/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableValidator.java
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* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/ProviderSpecificBootstrap.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Future.java
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/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/DecimalMax.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupSequence.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ConfigurationState.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/BeanDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/ConvertGroup.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ValidationProvider.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/MessageInterpolator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ValueExtractor.java
*
/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorContext.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolation.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/SupportedValidationTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/UnwrapByDefault.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Valid.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/OverridesAttribute.java
* /jakarta-validation-api-3-0-2-sources-
jar/jakarta/validation/valueextraction/ValueExtractorDeclarationException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidator.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableType.java
*

/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/MethodType.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ContainerDescriptor.java

1.136 protobuf-java 3.25.8

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java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList();
getEditionDefaultsList();
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList() {
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.EditionDefault> getEditionDefaultsList() {
if (!getEditionDefaultsList()
.equals(other.getEditionDefaultsList())) return false;
hash = (53 * hash) + getEditionDefaultsList().hashCode();
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.OptionTargetType> getTargetsList() {
public java.util.List<com.google.protobuf.DescriptorProtos.FieldOptions.EditionDefault> getEditionDefaultsList() {
getDefaultsList();
public java.util.List<com.google.protobuf.DescriptorProtos.FeatureSetDefaults.FeatureSetEditionDefault>
getDefaultsList() {
if (!getDefaultsList()
.equals(other.getDefaultsList())) return false;
hash
= (53 * hash) + getDefaultsList().hashCode();
public java.util.List<com.google.protobuf.DescriptorProtos.FeatureSetDefaults.FeatureSetEditionDefault>
getDefaultsList() {
getLeadingDetachedCommentsList();
getLeadingDetachedCommentsList() {
size += 1 * getLeadingDetachedCommentsList().size();
if (!getLeadingDetachedCommentsList()
.equals(other.getLeadingDetachedCommentsList())) return false;
hash = (53 * hash) + getLeadingDetachedCommentsList().hashCode();
getLeadingDetachedCommentsList() {

Found in path(s):
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DescriptorProtos.java
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Found in path(s):
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtocolStringList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SingleFieldBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtobufArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Android.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageOrBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Java8Compatibility.java

* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/TypeRegistry.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessageLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DynamicMessage.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ByteBufferWriter.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/TextFormat.java
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/protobuf-java-3-25-8-sources-jar/com/google/protobuf/Parser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageInfoFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DoubleArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/IterableByteBufferInputStream.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CompileTimeConstant.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RepeatedFieldBuilder.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcCallback.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtoSyntax.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RopeByteString.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ServiceException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedInputStream.java
*
/protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistryFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Internal.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSetLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchemaLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSetSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemaLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/OneofInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/StructuralMessageInfo.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedInputStreamReader.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractProtobufList.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistry.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Schema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FloatArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldSet.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/InlineMe.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/GeneratedMessage.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Utf8.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BlockingRpcChannel.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Protobuf.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionLite.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/IntArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BinaryReader.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnknownFieldSet.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyField.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Reader.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchemaFull.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/FieldType.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CheckReturnValue.java
*
/protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchemaLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyStringArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/NewInstanceSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedOutputStream.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchemas.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/InvalidProtocolBufferException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnsafeUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SchemaUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/BooleanArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DescriptorMessageInfoFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LegacyDescriptorsUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcUtil.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageLiteToString.java
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/protobuf-java-3-25-8-sources-jar/com/google/protobuf/Service.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractMessageLite.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CodedOutputStreamWriter.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SmallSortedMap.java

* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ByteOutput.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/PrimitiveNonBoxingCollection.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MutabilityOracle.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ListFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Message.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/CanIgnoreReturnValue.java
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/protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExtensionRegistryLite.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UninitializedMessageException.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageReflection.java
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* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Descriptors.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/DiscardUnknownFieldsParser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/UnmodifiableLazyStringList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ProtocolMessageEnum.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/Writer.java
*
/protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchemas.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageInfo.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LongArrayList.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ArrayDecoders.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/ExperimentalApi.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SchemaFactory.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/SingleFieldBuilderV3.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AbstractParser.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/AllocatedBuffer.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldReflectionAccessor.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapFieldSchema.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MapField.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/LazyStringList.java
*
/protobuf-java-3-25-8-sources-jar/com/google/protobuf/BinaryWriter.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/RpcChannel.java
* /protobuf-java-3-25-8-sources-jar/com/google/protobuf/MessageSchema.java

1.137 gojsonschema 1.2.0

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1.138 jaraco-functools 4.0.1

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1.139 cxf-api 2.7.18

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==========

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1.143 springdoc-openapi-starter-webmvc-ui 2.5.0

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1.144 yang-parser-reactor 7.0.7

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* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/StatementDefinitionContext.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/ReactorDeclaredModel.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/RootStatementContext.java
*
/yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/NamespaceBehaviourWithListeners.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/StatementContextBase.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/EffectiveSchemaContext.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/VirtualNamespaceContext.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/StatementContextWriter.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/CrossSourceStatementReactor.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/SimpleNamespaceContext.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/BuildGlobalContext.java
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* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/AbstractResumedStatement.java
* /yang-parser-reactor-7-0-7-sources-jar/module-info.java
* /yang-parser-reactor-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/stmt/reactor/ReactorStmtCtx.java
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1.145 opentelemetry-sdk-common 1.49.0

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*
/opentelemetry-sdk-common-1-49-0-sources-jar/io/opentelemetry/sdk/internal/CurrentJavaVersionSpecific.java

1.146 cxf-rt-rs-extension-providers 2.7.11

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* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/AbstractSchemaRepository.java
* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/PotentialSchemaSource.java
* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/SchemaSourceTransformer.java
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jar/org/opendaylight/yangtools/yang/model/repo/spi/AbstractSchemaListenerRegistration.java
* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/SchemaSourceProvider.java
* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/SchemaSourceListener.java
* /yang-repo-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/spi/RefcountedRegistration.java
* /yang-repo-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/spi/SchemaListenerRegistration.java
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Found in path(s):
* /yang-repo-spi-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/yang-repo-spi/pom.xml
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* /yang-repo-spi-7-0-7-sources-jar/module-info.java

1.148 protobuf-java 3.25.5

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* /protobuf-java-3-25-5-jar/google/protobuf/type.proto
* /protobuf-java-3-25-5-jar/google/protobuf/struct.proto
* /protobuf-java-3-25-5-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-25-5-jar/google/protobuf/api.proto
* /protobuf-java-3-25-5-jar/google/protobuf/empty.proto
*
 /protobuf-java-3-25-5-jar/google/protobuf/source_context.proto
* /protobuf-java-3-25-5-jar/google/protobuf/wrappers.proto
* /protobuf-java-3-25-5-jar/google/protobuf/duration.proto
* /protobuf-java-3-25-5-jar/google/protobuf/field_mask.proto
* /protobuf-java-3-25-5-jar/google/protobuf/any.proto
* /protobuf-java-3-25-5-jar/google/protobuf/descriptor.proto
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Manifest-Version: 1.0
Created-By: mergejars
Automatic-Module-Name: com.google.protobuf
Bnd-LastModified: 1726689439980
Bundle-Description: Core Protocol Buffers library. Protocol Buffers are
a way of encoding structured data in an efficient yet extensible format
.
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Core]
Bundle-SymbolicName: com.google.protobuf
Bundle-Version: 3.25.5
Export-Package: com.google.protobuf;version="3.25.5",com.google.protobuf
.compiler;version="3.25.5";uses:="com.google.protobuf"
Import-Package: com.google.protobuf;version="[3.25,4)",sun.misc;resoluti
on:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.4.0.202211291949
Target-Label: //java/core:lite_runtime_only

Found in path(s):
* /protobuf-java-3-25-5-jar/META-INF/MANIFEST.MF

1.149 plexus-utils 3.2.1

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1.150 hk2 3.0.6

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Source Code

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* https://github.com/eclipse-ee4j/glassfish-ha-api
* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
* https://github.com/eclipse-ee4j/glassfish-shoal
* https://github.com/eclipse-ee4j/glassfish-cdi-porting-tck
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1.151 netty-resolver-dns-classes-macos 4.2.5.Final

1.151.1 Available under license :

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/opt/cola/permits/2616834190_1758691770.0707052/0/netty-resolver-dns-classes-macos-4-2-5-final-sources-jar/io/netty/resolver/dns/macos/DnsResolver.java/*
/opt/cola/permits/2616834190_1758691770.0707052/0/netty-resolver-dns-classes-macos-4-2-5-final-sources-jar/io/netty/resolver/dns/macos/MacOSDnsServerAddressStreamProvider.java/*
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/opt/cola/permits/2616834190_1758691770.0707052/0/netty-resolver-dns-classes-macos-4-2-5-final-sources-jar/module-info.yml# ----------

Found in path(s):
*
No license file was found, but licenses were detected in source scan.

<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-resolver-dns-classes-macos-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-resolver-dns-classes-macos/pom.xml

1.152 hikaricp 6.3.2

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-->

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* /hikaricp-6-3-2-sources-jar/META-INF/maven/com.zaxxer/HikariCP/pom.xml

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

/opt/cola/permits/2603041337_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java/*

Found in path(s):
* }
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/opt/cola/permits/2603041337_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/HikariPoolMXBean.java/*
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*

1.153 junit-platform-commons 1.12.2

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//

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Found
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*

1.155 bouncy-castle 1.80

1.155.1 Available under license :

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Found in path(s):
* /wscf11-4-17-7-final-redhat-4-jar/META-INF/maven/org.jboss.jbossts.xts/wscf11/effective-pom.xml

1.156 rfc6536-model-api 7.0.7

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Found in path(s):
* /rfc6536-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6536/model/api/DefaultDenyWriteSchemaNode.java
* /rfc6536-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6536/model/api/DefaultDenyAllStatement.java
* /rfc6536-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6536/model/api/package-info.java
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Found in path(s):
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* /rfc6536-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6536/model/api/NACMStatements.java
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1.157 netty-transport-classes-io_uring 4.2.5.Final

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/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringChannelConfig.java/*
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/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringDatagramChannel.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringDatagramChannelConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringDomainSocketChannel.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringDomainSocketChannelConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringFileRegion.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringFixedBufferRingAllocator.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringIoEvent.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringIoHandle.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringIoHandler.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringIoHandlerConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringIoOps.java/*

/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringRecvByteAllocatorHandle.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringServerDomainSocketChannel.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringServerSocketChannel.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringServerSocketChannelConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringSocketChannel.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringSocketChannelConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringStreamChannelConfig.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/IoUringTcpInfo.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/Iov.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/LinuxSocket.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/MsgHdr.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/MsgHdrMemory.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/MsgHdrMemoryArray.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/Native.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/NativeStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/RingBuffer.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/SockaddrIn.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/SubmissionQueue.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/UserData.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/io/netty/channel/uring/package-info.java/*
/opt/cola/permits/2616834342_1758691620.335388/0/netty-transport-classes-io-uring-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-transport-classes-io-uring-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-io_uring/pom.xml

1.158 log4j-over-slf4j 2.0.17

1.158.1 Available under license :

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1.159 jackson-xc 2.17.3

1.159.1 Available under license :

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1.160 netty-handler-proxy 4.1.125.Final

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1.161 netty-codec-redis 4.2.5.Final

1.161.1 Available under license :

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-codec-redis-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-redis/pom.xml
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/AbstractStringRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/ArrayHeaderRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/ArrayRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/BulkStringHeaderRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/BulkStringRedisContent.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/DefaultBulkStringRedisContent.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/DefaultLastBulkStringRedisContent.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/ErrorRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/FixedRedisMessagePool.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/FullBulkStringRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/IntegerRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/LastBulkStringRedisContent.java/*

/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisArrayAggregator.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisBulkStringAggregator.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisCodecException.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisCodecUtil.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisConstants.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisDecoder.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisEncoder.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisMessagePool.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/RedisMessageType.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/SimpleStringRedisMessage.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/io/netty/handler/codec/redis/package-info.java/*
/opt/cola/permits/2616834178_1758692110.612966/0/netty-codec-redis-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.162 netty-transport-native-unix-common 4.2.5.Final

1.162.1 Available under license :

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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/Buffer.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramChannel.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramChannelConfig.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-

jar/io/netty/channel/unix/DomainDatagramPacket.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramSocketAddress.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketReadMode.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/Errors.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/FileDescriptor.java/*
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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/IntegerUnixChannelOption.java/*
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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/Socket.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/SocketWritableByteChannel.java/*
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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/UnixChannel.java/*
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jar/io/netty/channel/unix/UnixChannelOption.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/UnixChannelUtil.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/package-info.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/module-info.yml#

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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_buffer.c/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_buffer.h/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_errors.c/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_errors.h/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_filedescriptor.c/*
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/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_jni.h/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_limits.c/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_limits.h/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_socket.c/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_socket.h/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_util.c/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty_unix_util.h/*

Found
in path(s):
*
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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

* /netty-transport-native-unix-common-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml

1.163 commons-dbcp 2.12.0

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1.164 commons-validator 1.9.0

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1.165 jakarta-validation-api 3.1.1

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 11
Bundle-Description: Jakarta Validation API
Bundle-DocURL: https://www.eclipse.org
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jakarta Validation API
Bundle-SymbolicName: jakarta.validation.jakarta.validation-api
Bundle-Vendor: Eclipse Foundation
Bundle-Version: 3.1.1
Export-Package: jakarta.validation;version="3.1.1";uses:="jakarta.valida
tion.bootstrap,jakarta.validation.executable,jakarta.validation.metadat
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lidation.bootstrap;version="3.1.1";uses:="jakarta.validation",jakarta.v
alidation.constraints;version="3.1.1";uses:="jakarta.validation",jakart
a.validation.constraintvalidation;version="3.1.1",jakarta.validation.ex
ecutable;version="3.1.1";uses:="jakarta.validation",jakarta.validation.
groups;version="3.1.1",jakarta.validation.metadata;version="3.1.1";uses
:="jakarta.validation",jakarta.validation.spi;version="3.1.1";uses:="ja
karta.validation,jakarta.validation.valueextraction",jakarta.validation
.valueextraction;version="3.1.1";uses:="jakarta.validation"
Import-Package: jakarta.validation;version="[3.1,4)",jakarta.validation.
bootstrap;version="[3.1,4)",jakarta.validation.executable;version="[3.1
,4)",jakarta.validation.metadata;version="[3.1,4)",jakarta.validation.s
pi;version="[3.1,4)",jakarta.validation.valueextraction;version="[3.1,4
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Tool: Bnd-6.3.1.202206071316

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Found in path(s):
* /jakarta-validation-api-3-1-1-jar/validation-mapping-1.1.xsd
* /jakarta-validation-api-3-1-1-jar/validation-mapping-2.0.xsd
* /jakarta-validation-api-3-1-1-jar/validation-mapping-3.1.xsd
* /jakarta-validation-api-3-1-1-jar/validation-configuration-1.1.xsd
* /jakarta-validation-api-3-1-1-jar/validation-mapping-3.0.xsd
* /jakarta-validation-api-3-1-1-jar/validation-configuration-1.0.xsd
* /jakarta-validation-api-3-1-1-jar/validation-configuration-3.0.xsd
* /jakarta-validation-api-3-1-1-jar/validation-mapping-1.0.xsd
* /jakarta-validation-api-3-1-1-jar/validation-configuration-2.0.xsd
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* /jakarta-validation-api-3-1-1-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml

1.166 grpc-util 1.70.0

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* /grpc-util-1-70-0-sources-jar/io/grpc/util/OutlierDetectionLoadBalancerProvider.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/OutlierDetectionLoadBalancer.java
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* /grpc-util-1-70-0-sources-jar/io/grpc/util/CertificateUtils.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/AdvancedTlsX509KeyManager.java
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* /grpc-util-1-70-0-sources-jar/io/grpc/util/SecretRoundRobinLoadBalancerProvider.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/ForwardingLoadBalancerHelper.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/ForwardingLoadBalancer.java
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* /grpc-util-1-70-0-sources-jar/io/grpc/util/package-info.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/TransmitStatusRuntimeExceptionInterceptor.java
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* /grpc-util-1-70-0-sources-jar/io/grpc/util/GracefulSwitchLoadBalancer.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/ForwardingSubchannel.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/ForwardingClientStreamTracer.java

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* /grpc-util-1-70-0-sources-jar/io/grpc/util/HealthProducerHelper.java
* /grpc-util-1-70-0-sources-jar/io/grpc/util/MultiChildLoadBalancer.java

1.167 protobuf-java-util 3.25.3

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Manifest-Version: 1.0
Bnd-LastModified: 1708024056239
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.25.3
Export-Package: com.google.protobuf.util;version="3.25.3";uses:="com.goo
gle.protobuf,javax.annotation"
Import-Package: com.google.common.base;version="[32.0,33)",com.google.co
mmon.io;version="[32.0,33)",com.google.common.math;version="[32.0,33)",
com.google.common.primitives;version="[32.0,33)",com.google.gson;versio
n="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobu
f,javax.annotation;version="[3.0,4)",sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.4.0.202211291949
Created-By:

mergejars

Found in path(s):
* /protobuf-java-util-3-25-3-jar/META-INF/MANIFEST.MF

1.168 spring-plugin-metadata 2.0.0.RELEASE

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1.169 jakarta-mail 1.6.7

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1.170 pyc 3.12.12-r0

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Python was created in the early 1990s by Guido van Rossum at Stichting
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principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see https://www.cnri.reston.va.us)
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In May 2000, Guido and the Python core development team moved to
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year, the PythonLabs team moved to Digital Creations, which became
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0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
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1.176 netty-codec-socks 4.2.5.Final

1.176.1 Available under license :

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/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksAddressType.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequest.java/*
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/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponse.java/*
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/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksRequest.java/*
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/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java/*
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Found in path(s):

*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-codec-socks-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-socks/pom.xml

1.177 grpc-protobuf 1.55.3

1.177.1 Available under license :

Apache-2.0

1.178 bcpkix-fips 2.1.9

1.178.1 Available under license :

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```
/**
   * Base constructor.
   * <p>
   * The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
   * </p>
   * <p>
   * Known suffixes is a list of public domain suffixes that can't be used as wild cards for
   * example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
   * If *.com is in the known suffixes list will not be allowed to match.
   * </p>
   *
   * @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
   */
```

Found in path(s):
* /bcpkix-fips-2-1-9-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

1.179 jackson-jr-objects 2.14.2

1.179.1 Available under license :

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers, as well as supported
commercially by FasterXML.com.

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1.180 commons-codec 1.18.0

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1.181 slf4j 2.0.0-alpha0

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Found in path(s):
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/Marker.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/LoggerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/Util.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/NamedLoggerBase.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/MDC.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/spi/LoggerFactoryBinder.java
*

/slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/IMarkerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/SubstituteLogger.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/FormattingTuple.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/spi/MDCAdapter.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/spi/LocationAwareLogger.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/NOPLogger.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/MarkerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/Logger.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/ILoggerFactory.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/BasicMarker.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/MessageFormatter.java
* /slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/NOPMDCAdapter.java
*
/slf4j-api-2-0-0-alpha0-sources-1-jar/org/slf4j/helpers/NOPLoggerFactory.java

1.182 kryo-parent 4.0.0

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1.183 jackson-dataformat-csv 2.18.2

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1.184 genproto-googleapis-api 0.0.0-20250603155806-513f23925822

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* Contains the polynomial classes used in the NTRU round 3 algorithm.
*
*
* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,
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*
*
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/**
* SPHINCS-256 signer.
*
* This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being the digests used
* for message hashing and tree construction are now configurable (within limits...) and that the implementation produces
* detached signatures.
*
*
* The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of
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/**
* Poly1305 message authentication code, designed by D. J. Bernstein.
*
* Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key
* consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106
* effective key bits) used in the authenticator.
*
* The polynomial calculation in this implementation is adapted from the public domain <a
* href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled C implementation
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*/

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/**
* Magic value for proprietary OpenSSH private key.
**/

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* The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography. For the old NTRU, see
* {@link org.bouncycastle.pqc.legacy.crypto.ntru}.
*
*
* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,
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*
*
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*
* @see NIST round 3 PQC submissions page
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public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,

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* An implementation of RFC 7253 on The OCB
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* /gson-2-10-sources-jar/com/google/gson/FieldNamingStrategy.java
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 /gson-2-10-sources-jar/com/google/gson/internal/ObjectConstructor.java
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* /gson-2-10-sources-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-10-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-10-sources-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-10-sources-jar/com/google/gson/JsonElement.java
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* /gson-2-10-sources-jar/com/google/gson/InstanceCreator.java
* /gson-2-10-sources-jar/com/google/gson/internal/Excluder.java
* /gson-2-10-sources-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-10-sources-jar/com/google/gson/JsonIOException.java
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* /gson-2-10-sources-jar/com/google/gson/JsonDeserializer.java
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* /gson-2-10-sources-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-10-sources-jar/com/google/gson/TypeAdapter.java
* /gson-2-10-sources-jar/com/google/gson/internal/bind/TypeAdapters.java
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 /gson-2-10-sources-jar/com/google/gson/internal/bind/JsonTreeReader.java
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* /gson-2-10-sources-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
* /gson-2-10-sources-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-10-sources-jar/com/google/gson/internal/ConstructorConstructor.java
*
 /gson-2-10-sources-jar/com/google/gson/internal/UnsafeAllocator.java
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1.193 mime-pull 1.9.15

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1.194 xz 5.8.1-r0

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```
package main

import (
 "bufio"
 "bytes"
 "flag"
 "fmt"
 "io"
 "log"
 "os"
 "path/filepath"
 "strings"
)
```

```
const crUsageString = `xb copyright [options] <path>....

The xb copyright command adds a copyright remark to all go files below path.

 -h  prints this message and exits
`

func crUsage(w io.Writer) {
 fmt.Fprint(w, crUsageString)
}

const copyrightText = `
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`

func goComment(text string) string {
 buf := new(bytes.Buffer)
 scanner := bufio.NewScanner(strings.NewReader(text))
 var err error
 for scanner.Scan() {
  s := strings.TrimSpace(scanner.Text())
  if len(s) == 0 {
   continue
  }
  if _, err = fmt.Fprintln(buf, "//", s); err != nil {
   panic(err)
  }
 }
 if err
 = scanner.Err(); err != nil {
  panic(err)
 }
 if _, err = fmt.Fprintln(buf); err != nil {
  panic(err)
 }
 return buf.String()
}

var goCopyright = goComment(copyrightText)

func addCopyright(path string) (err error) {
 log.Printf("adding copyright to %s", path)
 src, err := os.Open(path)
 if err != nil {
  return err
```

```
}
defer func() {
 cerr := src.Close()
 if cerr != nil && err == nil {
  err = cerr
 }
}()
newPath := path + ".new"
dst, err := os.Create(newPath)
if err != nil {
 return err
}
defer func() {
 cerr := dst.Close()
 if cerr != nil && err == nil {
  err = cerr
 }
}()
out := bufio.NewWriter(dst)
fmt.Fprint(out, goCopyright)
scanner := bufio.NewScanner(src)
line := 0
del := false
for scanner.Scan() {
 line++
 txt := scanner.Text()
 if line == 1 && strings.Contains(txt, "Copyright") {
  del = true
  continue
 }
 if del {
  s := strings.TrimSpace(txt)
  if len(s) == 0 {
   del = false
  }
  continue
 }
 fmt.Fprintln(out, txt)
}
if err = scanner.Err();
err != nil {
 return err
}
if err = out.Flush(); err != nil {
 return
}
err = os.Rename(newPath, path)
return
```

```
}

func walkCopyrights(path string, info os.FileInfo, err error) error {
 if err != nil {
  return err
 }
 if info.IsDir() {
  return nil
 }
 if !strings.HasSuffix(info.Name(), ".go") {
  return nil
 }
 return addCopyright(path)
}

func copyright() {
 cmdName := os.Args[0]
 log.SetPrefix(fmt.Sprintf("%s: ", cmdName))
 log.SetFlags(0)

 flag.CommandLine = flag.NewFlagSet(cmdName, flag.ExitOnError)
 flag.Usage = func() { crUsage(os.Stderr); os.Exit(1) }

 help := flag.Bool("h", false, "")

 flag.Parse()

 if *help {
  crUsage(os.Stdout)
  os.Exit(0)
 }

 for _, path := range flag.Args() {
  fi, err := os.Stat(path)
  if err != nil {
   log.Print(err)
   continue
  }
  if !fi.IsDir() {
   log.Printf("%s is not a directory", path)
   continue
  }
  if err = filepath.Walk(path, walkCopyrights); err != nil {
   log.Fatalf("%s error %s", path, err)
  }
 }
}
```

```
package main

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`

1.195 lucene 3.6.0

1.196 swagger-models-jakarta 2.2.36

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1.197 jackson 2.19.2

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1.198 jackson-jaxrs 2.17.3

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1.200 aether-util 1.12

1.201 jackson-jaxrs 2.16.0

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1.202 servlet-api 3.0-alpha-1

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1.209 cxf-rt-transports-http-jetty 2.7.18

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1.210 jackson-module-parameter-names 2.17.3

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1.211 netty 4.1.125.Final

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1.212 go-resiliency 1.7.0

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1.213 simpleclient_tracer_common 0.16.0

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1.214 commons-lang3 3.18.0

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1.215 jackson-datatype-jdk8 2.17.3

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1.216 plexus-container-default 1.0-alpha-30

1.217 springfox-swagger-ui 3.0.0

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1.218 simpleclient_servlet_common 0.16.0

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1.219 py3-packaging-pyc 25.0-r0

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1.221 python3-pyc 3.12.12-r0

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principal author, although it includes many contributions from others.

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

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

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2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
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  * Constructs a new {@link AnnotationRemapper}. Subclasses must not use this constructor.
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  *
  * @param descriptor the descriptor of the

visited annotation. May be {@literal null}.
 * @param annotationVisitor the annotation visitor this remapper must delegate to.
 * @param remapper the remapper to use to remap the types in the visited annotation.
 */

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 * Constructs a new {@link LocalVariablesSorter}. Subclasses must not use this constructor.
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 *
 * @param access access flags of the adapted
method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
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/**
  * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
  * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
  * version.
  *
  * @param methodVisitor the method visitor
 to which this adapter delegates calls.
  * @param access the method's access flags (see {@link Opcodes}).
  * @param name the method's name.
  * @param descriptor the method's descriptor (see {@link Type}).
  * @throws IllegalStateException if a subclass calls this constructor.
  */
```

Found in path(s):
* /asm-commons-9-2-sources-1-jar/org/objectweb/asm/commons/GeneratorAdapter.java
No license file was found, but licenses were detected in source scan.

// All rights reserved.
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// 2. Redistributions in binary form must reproduce the above copyright
//   notice, this list of conditions and the following disclaimer in the
//   documentation and/or other materials provided with the distribution.
// 3. Neither the name of the copyright holders nor the names of its
//   this software without specific prior written permission.
/**
  * Constructs a new {@link SerialVersionUIDAdder}. Subclasses must not use this
  * constructor. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
  * version.
  *
  * @param classVisitor a {@link ClassVisitor} to which
 this visitor will delegate calls.
  * @throws IllegalStateException If a subclass calls this constructor.
  */

Found in path(s):
* /asm-commons-9-2-sources-1-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java

1.226 netty-resolver-dns 4.2.5.Final

1.226.1 Available under license :

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-resolver-dns-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-resolver-dns/pom.xml
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/META-INF/native-image/io.netty/netty-resolver-dns/native-image.properties# Copyright 2020 The Netty Project
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-

jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/Cache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DatagramDnsQueryContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DefaultDnsCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DefaultDnsCnameCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DirContextUtils.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsAddressDecoder.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsAddressResolverGroup.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsCacheEntry.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsCnameCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsErrorCauseException.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsNameResolver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsNameResolverBuilder.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsNameResolverChannelStrategy.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsNameResolverException.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsQueryContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsQueryContextManager.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-

jar/io/netty/resolver/dns/DnsQueryIdSpace.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsRecordResolveContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsResolveContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStream.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsServerAddresses.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/DnsServerResponseFeedbackAddressStream.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/InflightNameResolver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/LoggingDnsQueryLifeCycleObserverFactory.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/LoggingDnsQueryLifecycleObserver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NameServerComparator.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NoopDnsCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NoopDnsCnameCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/PreferredAddressTypeComparator.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/ResolvConf.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-

jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/ShuffledDnsServerAddressStream.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/TcpDnsQueryContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/ThreadLocalNameServerAddressStream.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/UnixResolverOptions.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/io/netty/resolver/dns/package-info.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.227 antlr 4.13.0

1.227.1 Available under license :

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/*
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*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
This file contains the default format ANTLR uses.
*/

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "(<id>) <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/messages/formats/antlr.stg
No license file was found, but licenses were detected in source scan.

/*
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* Copyright (c) 2014 Eric Vergnaud
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```
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** ANTLR tool checks output templates are compatible with tool code generation.
*  For now, a simple string match used on x.y of x.y.z scheme.
*  Must match Tool.VERSION during load to templates.
*
*  REQUIRED.
*/

javascriptTypeInitMap ::= [
 "bool":"false",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"{}" // anything
 other than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
import antlr4 from 'antlr4';
<if(file.genListener)>
import <file.grammarName>Listener from './<file.grammarName>Listener.js';
<endif>
<if(file.genVisitor)>
import <file.grammarName>Visitor from './<file.grammarName>Visitor.js';
<endif>

<namedActions.header>
<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
import antlr4 from 'antlr4';

// This class defines a complete listener for a parse tree produced by <file.parserName>.
export default class <file.grammarName>Listener extends antlr4.tree.ParseTreeListener {

<file.listenerNames:{lname |
 // Enter a parse tree produced by <file.parserName>#<lname>.
 enter<lname; format="cap">(ctx) {
 \}

 // Exit a parse tree produced by <file.parserName>#<lname>.
 exit<lname;
 format="cap">(ctx) {
 \}

}; separator="\n">

}
>>


VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
import antlr4 from 'antlr4';

// This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

export default class <file.grammarName>Visitor extends antlr4.tree.ParseTreeVisitor {

<file.visitorNames:{lname |
 // Visit a parse tree produced by <file.parserName>#<lname>.
 visit<lname; format="cap">(ctx) {
   return this.visitChildren(ctx);
 \}

}; separator="\n">

}
>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName> by ANTLR <ANTLRVersion>
// jshint ignore: start
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<if(superClass)>
```

```
import <superClass> from './<superClass>.js';
<endif>

<atn>

const atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);

const decisionsToDFA = atn.decisionToState.map( (ds, index) => new antlr4.dfa.DFA(ds,
 index) );

const sharedContextCache = new antlr4.atn.PredictionContextCache();

export default class <parser.name> extends <superClass; null="antlr4.Parser"> {

  static grammarFileName = "<parser.grammarFileName>";
  static literalNames = [ <parser.literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor> ];
  static symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor> ];
  static ruleNames = [ <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ];

  constructor(input) {
      super(input);
      this._interp = new antlr4.atn.ParserATNSimulator(this, atn, decisionsToDFA, sharedContextCache);
      this.ruleNames = <parser.name>.ruleNames;
      this.literalNames = <parser.name>.literalNames;
      this.symbolicNames = <parser.name>.symbolicNames;
      <namedActions.members>
  }

  <if(sempredFuncs)>
  sempred(localctx, ruleIndex, predIndex) {
   switch(ruleIndex) {
   <parser.sempredFuncs.values:{f
| case <f.ruleIndex>:
    return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
      default:
          throw "No predicate with index:" + ruleIndex;
     }
  }

  <sempredFuncs.values; separator="\n">
  <endif>

 <funcs; separator="\n">

}

<parser.name>.EOF = antlr4.Token.EOF;
<if(parser.tokens)>
```

```
<parser.tokens:{k | <parser.name>.<k> = <parser.tokens.(k)>;}; separator="\n", wrap, anchor>
<endif>

<if(parser.rules)>
<parser.rules:{r | <parser.name>.RULE_<r.name> = <r.index>;}; separator="\n", wrap, anchor>
<endif>

<funcs:{f | <ruleContexts(f)>}; separator="\n">

<! Define fields of this parser to export the context classes !>
<parser.funcs:{f | <parser.name>.<f.ctxType> = <f.ctxType>; }; separator="\n">

>>

ruleContexts(currentRule) ::= <<
<currentRule.ruleCtx>

<currentRule.altLabelCtxs:{l | <currentRule.altLabelCtxs.(l)>}; separator="\n">
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
<lexer.name>.prototype.action
 = function(localctx, ruleIndex, actionIndex) {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 this.<f.name>_action(localctx, actionIndex);
 break;}; separator="\n">
 default:
  throw "No registered action for:" + ruleIndex;
 }
};

<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
<lexer.name>.prototype.sempred = function(localctx, ruleIndex, predIndex) {
 switch (ruleIndex) {
  <recog.sempredFuncs.values:{f| case <f.ruleIndex>:
 return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
    default:
     throw "No registered predicate for:" + ruleIndex;
   }
};

<sempredFuncs.values; separator="\n">
<endif>
```

```
>>


/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

<lexer.name>.prototype.<r.name>_action = function(localctx , actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
 break;};
 separator="\n">
 default:
  throw "No registered action for:" + actionIndex;
 }
};
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
<if (r.factory.g.lexer)><lexer.name>.prototype.<r.name>_sempred =
function<else><r.name>_sempred<endif>(localctx, predIndex) {
 switch(predIndex) {
  <actions:{index| case <index>:
 return <actions.(index)>;}; separator="\n">
  default:
   throw "No predicate with index:" + predIndex;
 }
};

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<


<currentRule.escapedName>(<currentRule.args:{a | <a.escapedName>}; separator=", ">) {
  let localctx = new <currentRule.ctxType>(this, this._ctx, this.state<currentRule.args:{a | , <a.escapedName>}>);
  this.enterRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>);
   <namedActions.init>
  <locals; separator="\n">
  try {
      <code>
```

```
      <postamble; separator="\n">
      <namedActions.after>
  }<if(exceptions)>
  <exceptions; separator="\n">
  <else> catch (re) {
   if(re instanceof antlr4.error.RecognitionException) {
        localctx.exception = re;
        this._errHandler.reportError(this, re);
        this._errHandler.recover(this, re);
    } else {
     throw re;
    }
  }<endif> finally {
      <finallyAction>
      this.exitRule();
  }
  return localctx;
}

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<currentRule.escapedName>(_p<if(currentRule.args)>, <args:{a | , <a>}><endif>) {
 if(_p===undefined) {
     _p = 0;
 }
  const _parentctx = this._ctx;
  const _parentState = this.state;
  let localctx = new <currentRule.ctxType>(this, this._ctx, _parentState<args:{a | , <a.escapedName>}>);
  let _prevctx
 = localctx;
  const _startState = <currentRule.startState>;
  this.enterRecursionRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>, _p);
  <namedActions.init>
  <locals; separator="\n">
  try {
      <code>
      <postamble; separator="\n">
      <namedActions.after>
  } catch( error) {
      if(error instanceof antlr4.error.RecognitionException) {
        localctx.exception = error;
        this._errHandler.reportError(this, error);
        this._errHandler.recover(this, error);
    } else {
```

```
    throw error;
   }
  } finally {
    <finallyAction>
    this.unrollRecursionContexts(_parentctx)
  }
  return localctx;
}

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(this, localctx);<endif>
this.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock,
 ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = this._input.LT(1);<endif>
<preamble; separator="\n">
switch(this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
  <alt>
  break;}; separator="\n">
default:
  <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
switch (this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n">
default:
 break;
```

```
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
if(<expr>)
 {
   <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
while(<loopExpr>) {
   <alts; separator="\n">
   this.state = <choice.loopBackStateNumber>;
   this._errHandler.sync(this);
   <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
this.state = <choice.blockStartStateNumber>; <! alt block decision !>
this._errHandler.sync(this);
<preamble; separator="\n">
do {
   <alts; separator="\n">
   this.state = <choice.stateNumber>; <! loopback/exit decision !>
   this._errHandler.sync(this);
   <iteration>
} while(<loopExpr>);
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
var
 la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
switch(la_) {
```

```
<alts:{alt |
case <i>:
  <alt>
  break;
}; separator="\n">
}
>>

OptionalBlock(choice, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
var la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
<alts:{alt |
if(la_===<i><if(!choice.ast.greedy)>+1<endif>) {
  <alt>
}; separator="\n} else ">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
var _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx)
while(_alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER) {
  if(_alt===1<if(!choice.ast.greedy)>+1<endif>) {
    <iteration>
    <alts> <! should only be one !>
  }
  this.state = <choice.loopBackStateNumber>;
  this._errHandler.sync(this);
  _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
}

>>

PlusBlock(choice,
 alts, error) ::= <<
this.state = <choice.blockStartStateNumber>; <! alt block decision !>
this._errHandler.sync(this);
var _alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
```

```
 }
 this.state = <choice.loopBackStateNumber>; <! loopback/exit decision !>
 this._errHandler.sync(this);
 _alt = this._interp.adaptivePredict(this._input,<choice.decision>, this._ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "throw new antlr4.error.NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Javascript language spec - shift operators are 32 bits long max
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>)
 & ~0x1f) === 0
>>

bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> && ((1 \<\< <offsetShiftVar(s.varName,
bits.shift)>) & <bits.calculated>) !== 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | <s.varName>===<t.type>}; separator=" || ">
%>

cases(tokens) ::= <<
<tokens:{t | case <t.type>:}; separator="\n">
>>
```

```
InvokeRule(r, argExprsChunks) ::= <<
this.state = <r.stateNumber>;
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>this.<r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argE
xprsChunks>);
>>

MatchToken(m) ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{l
 | <labelref(l)> = }><endif>this.match(<parser.name>.<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }>this._input.LT(1);<endif>
<capture>
<if(invert)>if(<m.varName>\<=0 || <expr>)<else>if(!(<expr>))<endif> {
   <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>this._errHandler.recoverInline(this);
}
else {
 this._errHandler.reportMatch(this);
   this.consume();
}
>>

Wildcard(w) ::= <<
this.state = <w.stateNumber>;
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>this.matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
this.state = <p.stateNumber>;
if (!( <chunks>)) {
   throw new antlr4.error.FailedPredicateException(this,
 <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>, <p.msg><endif>);
}
>>
```

```
ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "this.skip();"
LexerMoreCommand()  ::= "this.more();"
LexerPopModeCommand() ::= "this.popMode();"
LexerTypeCommand(arg, grammar)      ::= "this._type = <arg>;"
LexerChannelCommand(arg, grammar)   ::= "this._channel = <arg>;"
LexerModeCommand(arg, grammar)      ::= "this._mode = <arg>;"
LexerPushModeCommand(arg, grammar)  ::= "this.pushMode(<arg>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.escapedName>"
LocalRef(a) ::= "localctx.<a.escapedName>"
RetValueRef(a) ::= "localctx.<a.escapedName>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.escapedName>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
ListLabelRef(t) ::=
 "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label> == null ? null : <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>.<t.label> == null ? 0 : parseInt(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label> == null ? null : <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)
 ::= "(<ctx(r)>.<r.label> == null ? null : <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::= "(<ctx(r)>.<r.label> == null ? null : this._input.getText(new
antlr4.Interval(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop)))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"
```

```
ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)  ::= "this._input.getText(new antlr4.Interval(localctx.start, this._input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)     ::= "this.getInvokingContext(<s.ruleIndex>).<s.escapedName>"
SetNonLocalAttr(s, rhsChunks)  ::= "this.getInvokingContext(<s.ruleIndex>).<s.escapedName> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.push(<labelref(a.label)>);"

TokenDecl(t) ::= "this.<t.escapedName> = null;"
TokenTypeDecl(t) ::= "var <t.escapedName> = 0;"
TokenListDecl(t)
 ::= "this.<t.escapedName> = [];"
RuleContextDecl(r) ::= "this.<r.escapedName> = null;"
RuleContextListDecl(rdecl) ::= "this.<rdecl.escapedName> = [];"

ContextTokenGetterDecl(t)      ::= <<
<t.escapedName>() {
  return this.getToken(<parser.name>.<t.name>, 0);
};
>>

// should never be called
ContextTokenListGetterDecl(t)  ::= <<
<t.escapedName>_list() {
  return this.getTokens(<parser.name>.<t.name>);
}
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
<t.escapedName> = function(i) {
 if(i===undefined) {
  i = null;
 }
  if(i===null) {
      return this.getTokens(<parser.name>.<t.name>);
  } else {
      return this.getToken(<parser.name>.<t.name>, i);
  }
};

>>

ContextRuleGetterDecl(r)       ::= <<
<r.escapedName>() {
```

```
  return this.getTypedRuleContext(<r.ctxName>,0);
};
>>

// should never be called
ContextRuleListGetterDecl(r)   ::= <<
<r.escapedName>_list() {
  return this.getTypedRuleContexts(<parser.name>.<r.ctxName>);
}
>>

ContextRuleListIndexedGetterDecl(r)
  ::= <<
<r.escapedName> = function(i) {
  if(i===undefined) {
     i = null;
  }
  if(i===null) {
     return this.getTypedRuleContexts(<r.ctxName>);
  } else {
     return this.getTypedRuleContext(<r.ctxName>,i);
  }
};
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = this._input.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures) ::= <<
class <struct.escapedName> extends
<if(contextSuperClass)><contextSuperClass><else>antlr4.ParserRuleContext<endif> {

  constructor(parser, parent, invokingState<struct.ctorAttrs:{a
| , <a.escapedName>}>) {
     if(parent===undefined) {
        parent = null;
```

```
      }
      if(invokingState===undefined || invokingState===null) {
          invokingState = -1;
      }
      super(parent, invokingState);
      this.parser = parser;
      this.ruleIndex = <parser.name>.RULE_<struct.derivedFromName>;
      <attrs:{a | <a>}; separator="\n">
      <struct.ctorAttrs:{a | this.<a.escapedName> = <a.escapedName> || null;}; separator="\n">
    }

 <getters:{g | <g>}; separator="\n\n">

 <if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 copyFrom(ctx) {
  super.copyFrom(ctx);
  <struct.attrs:{a | this.<a.escapedName> = ctx.<a.escapedName>;}; separator="\n">
 }
 <endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">

}

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.escapedName> extends <struct.parentRule; format="cap">Context {

  constructor(parser, ctx) {

     super(parser);
      <attrs:{a | <a>;}; separator="\n">
      super.copyFrom(ctx);
  }

 <getters:{g | <g>}; separator="\n\n">

 <dispatchMethods; separator="\n">

}

<! Define fields of this parser to export this struct/context class !>
<parser.name>.<struct.name> = <struct.escapedName>;

>>

ListenerDispatchMethod(method) ::= <<
```

```
<if(method.isEnter)>enter<else>exit<endif>Rule(listener) {
  if(listener instanceof <parser.grammarName>Listener ) {
     listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(this);
 }
}

>>

VisitorDispatchMethod(method) ::= <<
accept(visitor) {
  if ( visitor instanceof <parser.grammarName>Visitor ) {
     return visitor.visit<struct.derivedFromName; format="cap">(this);
  } else {
     return visitor.visitChildren(this);
  }
}

>>

AttributeDecl(d) ::= "this.<d.escapedName> = <if(d.initValue)><d.initValue><else>null<endif>"

/** If we don't know location of label def x, use this template */
labelref(x)
 ::= "<if(!x.isLocal)>localctx.<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "this.precpred(this._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                 ::= "this._ctx.stop = this._input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
localctx = new <ctxName>Context(this, _parentctx, _parentState);
<if(label)>
<if(isListLabel)>
localctx.<label>.push(_prevctx);
<else>
localctx.<label> = _prevctx;
<endif>
<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = new <currentAltLabel; format="cap">Context(this, new <ruleName; format="cap">Context(this,
_parentctx, _parentState));
```

```
<if(label)>
<if(isListLabel)>
localctx.<label>.push(_prevctx);
<else>
localctx.<label>
 = _prevctx;
<endif>
<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = new <ctxName>Context(this, localctx);
this._ctx = localctx;
_prevctx = localctx;
>>

recRuleSetPrevCtx() ::= <<
if(this._parseListeners!==null) {
  this.triggerExitRuleEvent();
}
_prevctx = localctx;
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
import antlr4 from 'antlr4';

<namedActions.header>

<lexer>

>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
import <superClass> from './<superClass>.js';

<endif>
<atn>

const atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);

const decisionsToDFA = atn.decisionToState.map( (ds, index) => new antlr4.dfa.DFA(ds, index) );

export default class <lexer.name> extends <if(superClass)><superClass><else>antlr4.Lexer<endif>
```

```
 {

   static grammarFileName = "<lexer.grammarFileName>";
   static channelNames = [ "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channelNames)>,
<lexer.channelNames:{c| "<c>"}; separator=", ", wrap, anchor><endif> ];
 static modeNames = [ <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor> ];
 static literalNames = [ <lexer.literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor> ];
 static symbolicNames = [ <lexer.symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor> ];
 static ruleNames = [ <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ];

   constructor(input) {
      super(input)
      this._interp = new antlr4.atn.LexerATNSimulator(this, atn, decisionsToDFA, new
antlr4.atn.PredictionContextCache());
      <namedActions.members>
   }
}

<lexer.name>.EOF = antlr4.Token.EOF;
<if(lexer.tokens)>
<lexer.tokens:{k | <lexer.name>.<k> = <lexer.tokens.(k)>;}; separator="\n", wrap, anchor>
<endif>

<if(lexer.escapedChannels)>
<lexer.escapedChannels:{c|
 <lexer.name>.<c> = <lexer.escapedChannels.(c)>;}; separator="\n">

<endif>
<if(rest(lexer.escapedModeNames))>
<rest(lexer.escapedModeNames):{m| <lexer.name>.<m> = <i>;}; separator="\n">

<endif>

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>


>>

SerializedATN(model) ::= <<
const serializedATN = [<model.serialized: {s | <s>}; separator=",", wrap>];

>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javacriptTypeInitMap.(typeName)>
```

>>

codeFileExtension() ::= ".js"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/JavaScript/JavaScript.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD licence"]
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DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the format that mimicks GCC output.
*/

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "<text> [error <id>]"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/messages/formats/gnu.stg
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
*  Copyright (c) 2012-2016 Terence Parr
*  Copyright (c) 2012-2016 Sam Harwell
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*/

/** The definitive ANTLR v3 tree grammar to walk/visit ANTLR v4 grammars.
*  Parses trees created by ANTLRParser.g.
*
*  Rather than have multiple tree grammars, one for each visit, I'm
*  creating this generic visitor that knows about context. All of the
*  boilerplate pattern recognition is done here. Then, subclasses can
*  override the methods they care about.
 This prevents a lot of the same
*  context tracking stuff like "set current alternative for current
*  rule node" that is repeated in lots of tree filters.
*/
tree grammar GrammarTreeVisitor;
```

```
options {
 language      = Java;
 tokenVocab    = ANTLRParser;
 ASTLabelType  = GrammarAST;
}

// Include the copyright in this source and also the generated source
@header {
/*
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*/
package org.antlr.v4.parse;
import org.antlr.v4.Tool;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import java.lang.reflect.InvocationTargetException;
import java.lang.reflect.Method;
}

@members
 {
public String grammarName;
```

```
public GrammarAST currentRuleAST;
public String currentModeName = LexerGrammar.DEFAULT_MODE_NAME;
public String currentRuleName;
public GrammarAST currentOuterAltRoot;
public int currentOuterAltNumber = 1; // 1..n
public int rewriteEBNFLevel = 0;

public GrammarTreeVisitor() { this(null); }

// Should be abstract but can't make gen'd parser abstract;
// subclasses should implement else everything goes to stderr!
public ErrorManager getErrorManager() { return null; }

public void visitGrammar(GrammarAST t) { visit(t, "grammarSpec"); }
public void visit(GrammarAST t, String ruleName) {
 CommonTreeNodeStream nodes = new CommonTreeNodeStream(new GrammarASTAdaptor(), t);
 setTreeNodeStream(nodes);
 try {
  Method m = getClass().getMethod(ruleName);
  m.invoke(this);
 }
 catch (Throwable e) {
  ErrorManager errMgr = getErrorManager();
  if ( e instanceof InvocationTargetException ) {
   e = e.getCause();
  }
  //e.printStackTrace(System.err);
  if
 ( errMgr==null ) {
   System.err.println("can't find rule "+ruleName+
         " or tree structure error: "+t.toStringTree()
         );
   e.printStackTrace(System.err);
  }
  else errMgr.toolError(ErrorType.INTERNAL_ERROR, e);
 }
}

public void discoverGrammar(GrammarRootAST root, GrammarAST ID) { }
public void finishPrequels(GrammarAST firstPrequel) { }
public void finishGrammar(GrammarRootAST root, GrammarAST ID) { }

public void grammarOption(GrammarAST ID, GrammarAST valueAST) { }
public void ruleOption(GrammarAST ID, GrammarAST valueAST) { }
public void blockOption(GrammarAST ID, GrammarAST valueAST) { }
public void defineToken(GrammarAST ID) { }
public void defineChannel(GrammarAST ID) { }
public void globalNamedAction(GrammarAST scope, GrammarAST ID, ActionAST action) { }
```

```
public void importGrammar(GrammarAST label, GrammarAST ID) { }

public void modeDef(GrammarAST m, GrammarAST ID) { }

public void discoverRules(GrammarAST rules) { }
public void finishRules(GrammarAST
 rule) { }
public void discoverRule(RuleAST rule, GrammarAST ID, List<GrammarAST> modifiers,
      ActionAST arg, ActionAST returns, GrammarAST thrws,
      GrammarAST options, ActionAST locals,
      List<GrammarAST> actions,
      GrammarAST block) { }
public void finishRule(RuleAST rule, GrammarAST ID, GrammarAST block) { }
public void discoverLexerRule(RuleAST rule, GrammarAST ID, List<GrammarAST> modifiers, GrammarAST
options,
                        GrammarAST block) { }
public void finishLexerRule(RuleAST rule, GrammarAST ID, GrammarAST block) { }
public void ruleCatch(GrammarAST arg, ActionAST action) { }
public void finallyAction(ActionAST action) { }
public void discoverOuterAlt(AltAST alt) { }
public void finishOuterAlt(AltAST alt) { }
public void discoverAlt(AltAST alt) { }
public void finishAlt(AltAST alt) { }

public void ruleRef(GrammarAST ref, ActionAST arg) { }
public void tokenRef(TerminalAST ref) { }
public void elementOption(GrammarASTWithOptions t,
 GrammarAST ID, GrammarAST valueAST) { }
public void stringRef(TerminalAST ref) { }
public void wildcardRef(GrammarAST ref) { }
public void actionInAlt(ActionAST action) { }
public void sempredInAlt(PredAST pred) { }
public void label(GrammarAST op, GrammarAST ID, GrammarAST element) { }
public void lexerCallCommand(int outerAltNumber, GrammarAST ID, GrammarAST arg) { }
public void lexerCommand(int outerAltNumber, GrammarAST ID) { }

protected void enterGrammarSpec(GrammarAST tree) { }
protected void exitGrammarSpec(GrammarAST tree) { }

protected void enterPrequelConstructs(GrammarAST tree) { }
protected void exitPrequelConstructs(GrammarAST tree) { }

protected void enterPrequelConstruct(GrammarAST tree) { }
protected void exitPrequelConstruct(GrammarAST tree) { }

protected void enterOptionsSpec(GrammarAST tree) { }
protected void exitOptionsSpec(GrammarAST tree) { }
```

```
protected void enterOption(GrammarAST tree) { }
protected void exitOption(GrammarAST tree) { }

protected void enterOptionValue(GrammarAST
 tree) { }
protected void exitOptionValue(GrammarAST tree) { }

protected void enterDelegateGrammars(GrammarAST tree) { }
protected void exitDelegateGrammars(GrammarAST tree) { }

protected void enterDelegateGrammar(GrammarAST tree) { }
protected void exitDelegateGrammar(GrammarAST tree) { }

protected void enterTokensSpec(GrammarAST tree) { }
protected void exitTokensSpec(GrammarAST tree) { }

protected void enterTokenSpec(GrammarAST tree) { }
protected void exitTokenSpec(GrammarAST tree) { }

protected void enterChannelsSpec(GrammarAST tree) { }
protected void exitChannelsSpec(GrammarAST tree) { }

protected void enterChannelSpec(GrammarAST tree) { }
protected void exitChannelSpec(GrammarAST tree) { }

protected void enterAction(GrammarAST tree) { }
protected void exitAction(GrammarAST tree) { }

protected void enterRules(GrammarAST tree) { }
protected void exitRules(GrammarAST tree) { }

protected void enterMode(GrammarAST tree) { }
protected void exitMode(GrammarAST
 tree) { }

protected void enterLexerRule(GrammarAST tree) { }
protected void exitLexerRule(GrammarAST tree) { }

protected void enterRule(GrammarAST tree) { }
protected void exitRule(GrammarAST tree) { }

protected void enterExceptionGroup(GrammarAST tree) { }
protected void exitExceptionGroup(GrammarAST tree) { }

protected void enterExceptionHandler(GrammarAST tree) { }
protected void exitExceptionHandler(GrammarAST tree) { }

protected void enterFinallyClause(GrammarAST tree) { }
```

```
protected void exitFinallyClause(GrammarAST tree) { }

protected void enterLocals(GrammarAST tree) { }
protected void exitLocals(GrammarAST tree) { }

protected void enterRuleReturns(GrammarAST tree) { }
protected void exitRuleReturns(GrammarAST tree) { }

protected void enterThrowsSpec(GrammarAST tree) { }
protected void exitThrowsSpec(GrammarAST tree) { }

protected void enterRuleAction(GrammarAST tree) { }
protected void exitRuleAction(GrammarAST tree) { }

protected void enterRuleModifier(GrammarAST
 tree) { }
protected void exitRuleModifier(GrammarAST tree) { }

protected void enterLexerRuleBlock(GrammarAST tree) { }
protected void exitLexerRuleBlock(GrammarAST tree) { }

protected void enterRuleBlock(GrammarAST tree) { }
protected void exitRuleBlock(GrammarAST tree) { }

protected void enterLexerOuterAlternative(AltAST tree) { }
protected void exitLexerOuterAlternative(AltAST tree) { }

protected void enterOuterAlternative(AltAST tree) { }
protected void exitOuterAlternative(AltAST tree) { }

protected void enterLexerAlternative(GrammarAST tree) { }
protected void exitLexerAlternative(GrammarAST tree) { }

protected void enterLexerElements(GrammarAST tree) { }
protected void exitLexerElements(GrammarAST tree) { }

protected void enterLexerElement(GrammarAST tree) { }
protected void exitLexerElement(GrammarAST tree) { }

protected void enterLexerBlock(GrammarAST tree) { }
protected void exitLexerBlock(GrammarAST tree) { }

protected void enterLexerAtom(GrammarAST tree) { }
protected
 void exitLexerAtom(GrammarAST tree) { }

protected void enterActionElement(GrammarAST tree) { }
protected void exitActionElement(GrammarAST tree) { }
```

```
protected void enterAlternative(AltAST tree) { }
protected void exitAlternative(AltAST tree) { }

protected void enterLexerCommand(GrammarAST tree) { }
protected void exitLexerCommand(GrammarAST tree) { }

protected void enterLexerCommandExpr(GrammarAST tree) { }
protected void exitLexerCommandExpr(GrammarAST tree) { }

protected void enterElement(GrammarAST tree) { }
protected void exitElement(GrammarAST tree) { }

protected void enterAstOperand(GrammarAST tree) { }
protected void exitAstOperand(GrammarAST tree) { }

protected void enterLabeledElement(GrammarAST tree) { }
protected void exitLabeledElement(GrammarAST tree) { }

protected void enterSubrule(GrammarAST tree) { }
protected void exitSubrule(GrammarAST tree) { }

protected void enterLexerSubrule(GrammarAST tree) { }
protected void exitLexerSubrule(GrammarAST tree) { }

protected
 void enterBlockSuffix(GrammarAST tree) { }
protected void exitBlockSuffix(GrammarAST tree) { }

protected void enterEbnfSuffix(GrammarAST tree) { }
protected void exitEbnfSuffix(GrammarAST tree) { }

protected void enterAtom(GrammarAST tree) { }
protected void exitAtom(GrammarAST tree) { }

protected void enterBlockSet(GrammarAST tree) { }
protected void exitBlockSet(GrammarAST tree) { }

protected void enterSetElement(GrammarAST tree) { }
protected void exitSetElement(GrammarAST tree) { }

protected void enterBlock(GrammarAST tree) { }
protected void exitBlock(GrammarAST tree) { }

protected void enterRuleref(GrammarAST tree) { }
protected void exitRuleref(GrammarAST tree) { }

protected void enterRange(GrammarAST tree) { }
```

```
protected void exitRange(GrammarAST tree) { }

protected void enterTerminal(GrammarAST tree) { }
protected void exitTerminal(GrammarAST tree) { }

protected void enterElementOptions(GrammarAST tree) { }
protected void exitElementOptions(GrammarAST tree) {
 }

protected void enterElementOption(GrammarAST tree) { }
protected void exitElementOption(GrammarAST tree) { }

 @Override
 public void traceIn(String ruleName, int ruleIndex)  {
  System.err.println("enter "+ruleName+": "+input.LT(1));
 }

 @Override
 public void traceOut(String ruleName, int ruleIndex)  {
  System.err.println("exit "+ruleName+": "+input.LT(1));
 }
}

grammarSpec
@init {
 enterGrammarSpec($start);
}
@after {
 exitGrammarSpec($start);
}
   :   ^( GRAMMAR ID {grammarName=$ID.text;}
     {discoverGrammar((GrammarRootAST)$GRAMMAR, $ID);}
      prequelConstructs
     {finishPrequels($prequelConstructs.firstOne);}
      rules mode*
     {finishGrammar((GrammarRootAST)$GRAMMAR, $ID);}
   )
 ;

prequelConstructs returns [GrammarAST firstOne=null]
@init {
 enterPrequelConstructs($start);
}
@after {
 exitPrequelConstructs($start);
}
 : {$firstOne=$start;} prequelConstruct+
 |
```

```
 ;

prequelConstruct
@init {
 enterPrequelConstructs($start);
}
@after {
 exitPrequelConstructs($start);
}
 :
   optionsSpec
   |  delegateGrammars
   |  tokensSpec
   |  channelsSpec
   |  action
   ;

optionsSpec
@init {
 enterOptionsSpec($start);
}
@after {
 exitOptionsSpec($start);
}
 : ^(OPTIONS option*)
   ;

option
@init {
 enterOption($start);
 boolean rule = inContext("RULE ...");
 boolean block = inContext("BLOCK ...");
}
@after {
 exitOption($start);
}
   :   ^(a=ASSIGN ID v=optionValue)
    {
    if ( block ) blockOption($ID, $v.start); // most specific first
    else if ( rule ) ruleOption($ID, $v.start);
    else grammarOption($ID, $v.start);
    }
   ;

optionValue returns [String v]
@init {
 enterOptionValue($start);
 $v = $start.token.getText();
```

```
}
@after {
 exitOptionValue($start);
}
  :  ID
  |  STRING_LITERAL
  |  INT
  ;

delegateGrammars
@init {
 enterDelegateGrammars($start);
}
@after {
 exitDelegateGrammars($start);
}
 :  ^(IMPORT delegateGrammar+)
 ;

delegateGrammar
@init {
 enterDelegateGrammar($start);
}
@after {
 exitDelegateGrammar($start);
}
   :  ^(ASSIGN label=ID id=ID) {importGrammar($label, $id);}
  |  id=ID     {importGrammar(null, $id);}
  ;

tokensSpec
@init {
 enterTokensSpec($start);
}
@after {
 exitTokensSpec($start);
}
 :  ^(TOKENS_SPEC tokenSpec+)
 ;

tokenSpec
@init {
 enterTokenSpec($start);
}
@after {
 exitTokenSpec($start);
}
 : ID    {defineToken($ID);}
```

```
 ;

channelsSpec
@init {
 enterChannelsSpec($start);
}
@after {
 exitChannelsSpec($start);
}
 :   ^(CHANNELS channelSpec+)
 ;

channelSpec
@init {
 enterChannelSpec($start);
}
@after {
 exitChannelSpec($start);
}
 : ID     {defineChannel($ID);}
 ;

action
@init {
 enterAction($start);
}
@after {
 exitAction($start);
}
 : ^(AT sc=ID? name=ID ACTION) {globalNamedAction($sc, $name, (ActionAST)$ACTION);}
 ;

rules
@init {
 enterRules($start);
}
@after {
 exitRules($start);
}
   : ^(RULES {discoverRules($RULES);} (rule|lexerRule)* {finishRules($RULES);})
   ;

mode
@init {
 enterMode($start);
}
@after {
 exitMode($start);
```

```
}
 : ^(
 MODE ID {currentModeName=$ID.text; modeDef($MODE, $ID);} lexerRule* )
 ;

lexerRule
@init {
 enterLexerRule($start);
 List<GrammarAST> mods = new ArrayList<GrammarAST>();
 currentOuterAltNumber=0;
}
@after {
 exitLexerRule($start);
}
 : ^( RULE TOKEN_REF
   {currentRuleName=$TOKEN_REF.text; currentRuleAST=$RULE;}
   (^(RULEMODIFIERS m=FRAGMENT {mods.add($m);}))?
   opts=optionsSpec*
      {discoverLexerRule((RuleAST)$RULE, $TOKEN_REF, mods, $opts.start, (GrammarAST)input.LT(1));}
      lexerRuleBlock
      {
      finishLexerRule((RuleAST)$RULE, $TOKEN_REF, $lexerRuleBlock.start);
      currentRuleName=null; currentRuleAST=null;
      }
      )
 ;

rule
@init {
 enterRule($start);
 List<GrammarAST> mods = new ArrayList<GrammarAST>();
 List<GrammarAST> actions = new ArrayList<GrammarAST>(); // track roots
 currentOuterAltNumber=0;
}
@after {
 exitRule($start);
}
 :   ^( RULE RULE_REF {currentRuleName=$RULE_REF.text; currentRuleAST=$RULE;}
   (^(RULEMODIFIERS (m=ruleModifier{mods.add($m.start);})+))?
   ARG_ACTION?
       ret=ruleReturns?
      thr=throwsSpec?
      loc=locals?
      ( opts=optionsSpec
     |   a=ruleAction {actions.add($a.start);}
     )*
      {discoverRule((RuleAST)$RULE, $RULE_REF, mods, (ActionAST)$ARG_ACTION,
          $ret.start!=null?(ActionAST)$ret.start.getChild(0):null,
```

```
            $thr.start, $opts.start,
            $loc.start!=null?(ActionAST)$loc.start.getChild(0):null,
            actions, (GrammarAST)input.LT(1));}
        ruleBlock exceptionGroup
        {finishRule((RuleAST)$RULE, $RULE_REF, $ruleBlock.start); currentRuleName=null; currentRuleAST=null;}
        )
    ;

exceptionGroup
@init {
 enterExceptionGroup($start);
}
@after {
 exitExceptionGroup($start);
}
    : exceptionHandler* finallyClause?
    ;

exceptionHandler
@init {
 enterExceptionHandler($start);
}
@after {
 exitExceptionHandler($start);
}
 : ^(CATCH ARG_ACTION ACTION) {ruleCatch($ARG_ACTION, (ActionAST)$ACTION);}
 ;

finallyClause
@init
 {
 enterFinallyClause($start);
}
@after {
 exitFinallyClause($start);
}
 : ^(FINALLY ACTION)    {finallyAction((ActionAST)$ACTION);}
 ;

locals
@init {
 enterLocals($start);
}
@after {
 exitLocals($start);
}
 : ^(LOCALS ARG_ACTION)
 ;
```

```
ruleReturns
@init {
 enterRuleReturns($start);
}
@after {
 exitRuleReturns($start);
}
 : ^(RETURNS ARG_ACTION)
 ;

throwsSpec
@init {
 enterThrowsSpec($start);
}
@after {
 exitThrowsSpec($start);
}
   : ^(THROWS ID+)
   ;

ruleAction
@init {
 enterRuleAction($start);
}
@after {
 exitRuleAction($start);
}
 : ^(AT ID ACTION)
 ;

ruleModifier
@init {
 enterRuleModifier($start);
}
@after {
 exitRuleModifier($start);
}
   : PUBLIC
   | PRIVATE
   | PROTECTED
   | FRAGMENT
   ;

lexerRuleBlock
@init {
 enterLexerRuleBlock($start);
}
```

```
@after {
 exitLexerRuleBlock($start);
}
  : ^( BLOCK
    ( {
     currentOuterAltRoot = (GrammarAST)input.LT(1);
   currentOuterAltNumber++;
   }
     lexerOuterAlternative
    )+
   )
  ;

ruleBlock
@init
 {
 enterRuleBlock($start);
}
@after {
 exitRuleBlock($start);
}
  : ^( BLOCK
    ( {
     currentOuterAltRoot = (GrammarAST)input.LT(1);
   currentOuterAltNumber++;
   }
     outerAlternative
    )+
   )
  ;

lexerOuterAlternative
@init {
 enterLexerOuterAlternative((AltAST)$start);
 discoverOuterAlt((AltAST)$start);
}
@after {
 finishOuterAlt((AltAST)$start);
 exitLexerOuterAlternative((AltAST)$start);
}
 : lexerAlternative
 ;


outerAlternative
@init {
 enterOuterAlternative((AltAST)$start);
 discoverOuterAlt((AltAST)$start);
```

```
}
@after {
 finishOuterAlt((AltAST)$start);
 exitOuterAlternative((AltAST)$start);
}
 : alternative
 ;

lexerAlternative
@init {
 enterLexerAlternative($start);
}
@after {
 exitLexerAlternative($start);
}
 : ^(LEXER_ALT_ACTION lexerElements lexerCommand+)
   |   lexerElements
   ;

lexerElements
@init {
 enterLexerElements($start);
}
@after {
 exitLexerElements($start);
}
   : ^(ALT lexerElement+)
   ;

lexerElement
@init {
 enterLexerElement($start);
}
@after
 {
 exitLexerElement($start);
}
 : lexerAtom
 | lexerSubrule
 |   ACTION      {actionInAlt((ActionAST)$ACTION);}
 |   SEMPRED      {sempredInAlt((PredAST)$SEMPRED);}
 |   ^(ACTION elementOptions) {actionInAlt((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions) {sempredInAlt((PredAST)$SEMPRED);}
 | EPSILON
 ;

lexerBlock
@init {
```

```
 enterLexerBlock($start);
}
@after {
 exitLexerBlock($start);
}
 : ^(BLOCK optionsSpec? lexerAlternative+)
   ;

lexerAtom
@init {
 enterLexerAtom($start);
}
@after {
 exitLexerAtom($start);
}
   :   terminal
   |   ^(NOT blockSet)
   |   blockSet
   |   ^(WILDCARD elementOptions)
   |   WILDCARD
   | LEXER_CHAR_SET
   |   range
   |   ruleref
   ;

actionElement
@init {
 enterActionElement($start);
}
@after {
 exitActionElement($start);
}
 : ACTION
 |   ^(ACTION elementOptions)
 |   SEMPRED
 |   ^(SEMPRED elementOptions)
 ;

alternative
@init {
 enterAlternative((AltAST)$start);
 discoverAlt((AltAST)$start);
}
@after {
 finishAlt((AltAST)$start);
 exitAlternative((AltAST)$start);
}
 : ^(ALT
```

```
 elementOptions? element+)
 | ^(ALT elementOptions? EPSILON)
   ;

lexerCommand
@init {
 enterLexerCommand($start);
}
@after {
 exitLexerCommand($start);
}
 : ^(LEXER_ACTION_CALL ID lexerCommandExpr)
      {lexerCallCommand(currentOuterAltNumber, $ID, $lexerCommandExpr.start);}
 | ID
      {lexerCommand(currentOuterAltNumber, $ID);}
 ;

lexerCommandExpr
@init {
 enterLexerCommandExpr($start);
}
@after {
 exitLexerCommandExpr($start);
}
 : ID
 | INT
 ;

element
@init {
 enterElement($start);
}
@after {
 exitElement($start);
}
 : labeledElement
 | atom
 | subrule
 |   ACTION      {actionInAlt((ActionAST)$ACTION);}
 |   SEMPRED     {sempredInAlt((PredAST)$SEMPRED);}
 |   ^(ACTION elementOptions) {actionInAlt((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions) {sempredInAlt((PredAST)$SEMPRED);}
 | range
 | ^(NOT blockSet)
 | ^(NOT block)
 ;

astOperand
```

```
@init {
 enterAstOperand($start);
}
@after {
 exitAstOperand($start);
}
 : atom
 | ^(NOT
 blockSet)
 | ^(NOT block)
 ;

labeledElement
@init {
 enterLabeledElement($start);
}
@after {
 exitLabeledElement($start);
}
 : ^((ASSIGN|PLUS_ASSIGN) ID element) {label($start, $ID, $element.start);}
 ;

subrule
@init {
 enterSubrule($start);
}
@after {
 exitSubrule($start);
}
 : ^(blockSuffix block)
 |  block
   ;

lexerSubrule
@init {
 enterLexerSubrule($start);
}
@after {
 exitLexerSubrule($start);
}
 : ^(blockSuffix lexerBlock)
 |  lexerBlock
   ;

blockSuffix
@init {
 enterBlockSuffix($start);
}
```

```
@after {
 exitBlockSuffix($start);
}
   : ebnfSuffix
   ;

ebnfSuffix
@init {
 enterEbnfSuffix($start);
}
@after {
 exitEbnfSuffix($start);
}
 : OPTIONAL
  | CLOSURE
   | POSITIVE_CLOSURE
 ;

atom
@init {
 enterAtom($start);
}
@after {
 exitAtom($start);
}
 : ^(DOT ID terminal)
 | ^(DOT ID ruleref)
   | ^(WILDCARD elementOptions) {wildcardRef($WILDCARD);}
   | WILDCARD     {wildcardRef($WILDCARD);}
   |   terminal
   | blockSet
   |   ruleref
   ;

blockSet
@init
 {
 enterBlockSet($start);
}
@after {
 exitBlockSet($start);
}
 : ^(SET setElement+)
 ;

setElement
@init {
 enterSetElement($start);
```

```
}
@after {
 exitSetElement($start);
}
 : ^(STRING_LITERAL elementOptions)    {stringRef((TerminalAST)$STRING_LITERAL);}
 | ^(TOKEN_REF elementOptions)   {tokenRef((TerminalAST)$TOKEN_REF);}
 | STRING_LITERAL                {stringRef((TerminalAST)$STRING_LITERAL);}
 | TOKEN_REF                     {tokenRef((TerminalAST)$TOKEN_REF);}
 | ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
  {
  stringRef((TerminalAST)$a);
  stringRef((TerminalAST)$b);
  }
     |      LEXER_CHAR_SET
 ;

block
@init {
 enterBlock($start);
}
@after {
 exitBlock($start);
}
   : ^(BLOCK optionsSpec? ruleAction* ACTION? alternative+)
   ;

ruleref
@init {
 enterRuleref($start);
}
@after {
 exitRuleref($start);
}
   : ^(RULE_REF arg=ARG_ACTION? elementOptions?)
    {
    ruleRef($RULE_REF, (ActionAST)$ARG_ACTION);
    if ( $arg!=null ) actionInAlt((ActionAST)$arg);
     }
   ;

range
@init {
 enterRange($start);
}
@after {
 exitRange($start);
}
   : ^(RANGE STRING_LITERAL STRING_LITERAL)
```

```
  ;

terminal
@init {
 enterTerminal($start);
}
@after {
 exitTerminal($start);
}
  : ^(STRING_LITERAL elementOptions)
        {stringRef((TerminalAST)$STRING_LITERAL);}
  | STRING_LITERAL    {stringRef((TerminalAST)$STRING_LITERAL);}
  | ^(TOKEN_REF elementOptions) {tokenRef((TerminalAST)$TOKEN_REF);}
  | TOKEN_REF       {tokenRef((TerminalAST)$TOKEN_REF);}
  ;

elementOptions
@init {
 enterElementOptions($start);
}
@after {
 exitElementOptions($start);
}
  : ^(ELEMENT_OPTIONS elementOption[(GrammarASTWithOptions)$start.getParent()]*)
  ;

elementOption[GrammarASTWithOptions t]
@init {
 enterElementOption($start);
}
@after {
 exitElementOption($start);
}
  : ID       {elementOption(t, $ID, null);}
  |  ^(ASSIGN id=ID v=ID)   {elementOption(t, $id, $v);}
  |  ^(ASSIGN ID v=STRING_LITERAL) {elementOption(t, $ID, $v);}
  |  ^(ASSIGN
 ID v=ACTION)   {elementOption(t, $ID, $v);}
  |  ^(ASSIGN ID v=INT)    {elementOption(t, $ID, $v);}
  ;
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/GrammarTreeVisitor.g
No license file was found, but licenses were detected in source scan.

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```

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*/

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* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/GrammarTreeVisitor.java
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*/

phpTypeInitMap ::= [
 "int":"0",
 "long":"0",
 "float":"0.0",
 "double":"0.0",
 "boolean":"false",
 default:"null"
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>
use Antlr\\Antlr4\\Runtime\\Tree\\ParseTreeListener;

/**
* This interface defines a complete listener for a parse tree produced by
* {@see <file.parserName>}.
*/
interface <file.grammarName>Listener extends ParseTreeListener {
 <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
* Enter a parse tree produced by the `<lname>`
```

```
* labeled alternative in {@see <file.parserName>::<file.listenerLabelRuleNames.(lname)>()\}.
<else>
* Enter a parse tree produced by {@see <file.parserName>::<lname>()\}.
<endif>
* @param $context The parse tree.
*/
public function enter<lname; format="cap">(Context\\<lname; format="cap">Context $context): void;
/**
<if(file.listenerLabelRuleNames.(lname))>
* Exit a parse tree produced by the `<lname>` labeled alternative
* in {@see <file.parserName>::<file.listenerLabelRuleNames.(lname)>()\}.
<else>
* Exit a parse
 tree produced by {@see <file.parserName>::<lname>()\}.
<endif>
* @param $context The parse tree.
*/
public function exit<lname; format="cap">(Context\\<lname; format="cap">Context $context): void;};
separator="\n">
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>

use Antlr\\Antlr4\\Runtime\\ParserRuleContext;
use Antlr\\Antlr4\\Runtime\\Tree\\ErrorNode;
use Antlr\\Antlr4\\Runtime\\Tree\\TerminalNode;

/**
* This class provides an empty implementation of {@see <file.grammarName>Listener},
* which can be extended to create a listener which only needs to handle a subset
* of the available methods.
*/
class <file.grammarName>BaseListener implements <file.grammarName>Listener
{
 <file.listenerNames:{lname |
/**
* {@inheritdoc\}
*
* The default implementation does nothing.
*/
public function enter<lname; format="cap">(Context\\<lname; format="cap">Context
```

```
 $context): void {\}

/**
* {@inheritdoc\}
*
* The default implementation does nothing.
*/
public function exit<lname; format="cap">(Context\\<lname; format="cap">Context $context): void {\}};
separator="\n">

 /**
  * {@inheritdoc\}
  *
  * The default implementation does nothing.
  */
 public function enterEveryRule(ParserRuleContext $context): void {}

 /**
  * {@inheritdoc\}
  *
  * The default implementation does nothing.
  */
 public function exitEveryRule(ParserRuleContext $context): void {}

 /**
  * {@inheritdoc\}
  *
  * The default implementation does nothing.
  */
 public function visitTerminal(TerminalNode $node): void {}

 /**
  * {@inheritdoc\}
  *
  * The default implementation does nothing.
  */
 public function visitErrorNode(ErrorNode $node): void {}
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>

<header>
use Antlr\\Antlr4\\Runtime\\Tree\\ParseTreeVisitor;
```

```
/**
 * This interface defines a complete generic visitor for a parse tree produced by {@see <file.parserName>}.
*/
interface <file.grammarName>Visitor extends ParseTreeVisitor
{
 <file.visitorNames:{lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the `<lname>` labeled alternative
* in {@see <file.parserName>::<file.visitorLabelRuleNames.(lname)>()\}.
<else>
* Visit a parse tree produced by {@see <file.parserName>::<lname>()\}.
<endif>
*
* @param Context\\<lname; format="cap">Context $context The parse tree.
*
* @return mixed The visitor result.
*/
public function visit<lname; format="cap">(Context\\<lname; format="cap">Context $context);};
separator="\n\n">
}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>
use Antlr\\Antlr4\\Runtime\\Tree\\AbstractParseTreeVisitor;

/**
* This class provides an
 empty implementation of {@see <file.grammarName>Visitor},
* which can be extended to create a visitor which only needs to handle a subset
* of the available methods.
*/
class <file.grammarName>BaseVisitor extends AbstractParseTreeVisitor implements <file.grammarName>Visitor
{
 <file.visitorNames:{lname |
/**
* {@inheritdoc\}
*
* The default implementation returns the result of calling
* {@see self::visitChildren()\} on `context`.
*/
public function visit<lname; format="cap">(Context\\<lname; format="cap">Context $context)
```

```
{
  return $this->visitChildren($context);
\}}; separator="\n\n">
}
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
\<?php

/*
* Generated from <grammarFileName> by ANTLR <ANTLRVersion>
*/

>>
Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
namespace<if(file.genPackage)> <file.genPackage><endif> {
<if(namedActions.header)><namedActions.header><endif>
 use
 Antlr\\Antlr4\\Runtime\\Atn\\ATN;
 use Antlr\\Antlr4\\Runtime\\Atn\\ATNDeserializer;
 use Antlr\\Antlr4\\Runtime\\Atn\\ParserATNSimulator;
 use Antlr\\Antlr4\\Runtime\\Dfa\\DFA;
 use Antlr\\Antlr4\\Runtime\\Error\\Exceptions\\FailedPredicateException;
 use Antlr\\Antlr4\\Runtime\\Error\\Exceptions\\NoViableAltException;
 use Antlr\\Antlr4\\Runtime\\PredictionContexts\\PredictionContextCache;
 use Antlr\\Antlr4\\Runtime\\Error\\Exceptions\\RecognitionException;
 use Antlr\\Antlr4\\Runtime\\RuleContext;
 use Antlr\\Antlr4\\Runtime\\Token;
 use Antlr\\Antlr4\\Runtime\\TokenStream;
 use Antlr\\Antlr4\\Runtime\\Vocabulary;
 use Antlr\\Antlr4\\Runtime\\VocabularyImpl;
 use Antlr\\Antlr4\\Runtime\\RuntimeMetaData;
 use Antlr\\Antlr4\\Runtime\\Parser;
<if(namedActions.definitions)><namedActions.definitions><endif>

 final class <parser.name> extends <superClass; null="Parser">
 {
  <if(parser.tokens)>
  public const <parser.tokens:{k | <k> = <parser.tokens.(k)>}; separator=",
", wrap, anchor>;
  <endif>

  <if(parser.rules)>
  public const <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
```

```
<endif>

/**
 * @var array\<string>
 */
public const RULE_NAMES = [
 <parser.ruleNames:{r | '<r>'}; separator=", ", wrap, anchor>
];

<vocabulary(parser.literalNames, parser.symbolicNames)>

<atn>
protected static $atn;
protected static $decisionToDFA;
protected static $sharedContextCache;
<if(namedActions.members)>

<namedActions.members>
<endif>


<parser:(ctor)()>

private static function initialize(): void
{
 if (self::$atn !== null) {
  return;
 }

 RuntimeMetaData::checkVersion('<file.ANTLRVersion>', RuntimeMetaData::VERSION);

 $atn = (new ATNDeserializer())->deserialize(self::SERIALIZED_ATN);

 $decisionToDFA = [];
 for ($i = 0, $count = $atn->getNumberOfDecisions(); $i \< $count; $i++) {
  $decisionToDFA[] = new DFA($atn->getDecisionState($i), $i);
 }

 self::$atn = $atn;
 self::$decisionToDFA
= $decisionToDFA;
 self::$sharedContextCache = new PredictionContextCache();
}

public function getGrammarFileName(): string
{
 return "<parser.grammarFileName>";
}
```

```
 public function getRuleNames(): array
 {
  return self::RULE_NAMES;
 }

 public function getSerializedATN(): array
 {
  return self::SERIALIZED_ATN;
 }

 public function getATN(): ATN
 {
  return self::$atn;
 }

 public function getVocabulary(): Vocabulary
     {
         static $vocabulary;

  return $vocabulary = $vocabulary ?? new VocabularyImpl(self::LITERAL_NAMES, self::SYMBOLIC_NAMES);
     }
<if(funcs)>

  <funcs; separator="\n\n">
<endif>
<if(sempredFuncs)>

 public function sempred(?RuleContext $localContext, int $ruleIndex, int $predicateIndex): bool
 {
  switch ($ruleIndex) {
  <parser.sempredFuncs.values:{f|
 case <f.ruleIndex>:
  return $this->sempred<f.name; format="cap">($localContext, $predicateIndex);}; separator="\n\n">

   default:
    return
true;
   }
 }

  <sempredFuncs.values; separator="\n\n">
<endif>
 }
}

namespace <if(file.genPackage)><file.genPackage>\\<endif>Context {
 use Antlr\\Antlr4\\Runtime\\ParserRuleContext;
```

```
 use Antlr\\Antlr4\\Runtime\\Token;
 use Antlr\\Antlr4\\Runtime\\Tree\\ParseTreeVisitor;
 use Antlr\\Antlr4\\Runtime\\Tree\\TerminalNode;
 use Antlr\\Antlr4\\Runtime\\Tree\\ParseTreeListener;
 use <if(file.genPackage)><file.genPackage>\\<endif><parser.name>;
 <if (file.genVisitor)>use <if(file.genPackage)><file.genPackage>\\<endif><file.grammarName>Visitor;<endif>
 <if (file.genListener)>use <if(file.genPackage)><file.genPackage>\\<endif><file.grammarName>Listener;<endif>
 <namedActions.contexts>

 <funcs :{ func | <func.ruleCtx><if(func.altLabelCtxs)>

<func.altLabelCtxs:{l | <func.altLabelCtxs.(l)>}; separator="\n\n"><endif> }; separator="\n\n">
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
/**
* @var array\<string|null>
*/
private const LITERAL_NAMES = [
   <literalNames:{t | <t>}; null="null",
 separator=", ", wrap, anchor>
];

/**
* @var array\<string>
*/
private const SYMBOLIC_NAMES = [
   <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
];
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>

public function action(?RuleContext $localContext, int $ruleIndex, int $actionIndex): void
{
 switch ($ruleIndex) {
 <recog.actionFuncs.values:{f|
 case <f.ruleIndex>:
  $this->action<f.name; format="cap">($localContext, $actionIndex);
  break;}; separator="\n\n">
 }
}

<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
```

```
public function sempred(?RuleContext $localContext, int $ruleIndex, int $predicateIndex): bool
{
 switch ($ruleIndex) {
 <recog.sempredFuncs.values:{f|
  case <f.ruleIndex>:
      return $this->sempred<f.name; format="cap">($localContext, $predicateIndex);}; separator="\n\n">
 }

 return true;
}
<sempredFuncs.values; separator="\n\n">
<endif>
>>

parser_ctor(p) ::= <<
public function __construct(TokenStream
 $input)
{
 parent::__construct($input);

 self::initialize();

 $this->interp = new ParserATNSimulator($this, self::$atn, self::$decisionToDFA, self::$sharedContextCache);
}
>>

/**
* This generates a private method since the actionIndex is generated, making
* an overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private function action<r.name; format="cap">(?<r.ctxType> $localContext, int $actionIndex): void
{
 switch ($actionIndex) {
 <actions:{index|
 case <index>:
 <actions.(index)>

 break;}; separator="\n\n">
 }
}
>>

/**
* This generates a private method since the predicateIndex is generated, making
* an overriding implementation impossible to maintain.
*/
```

```
RuleSempredFunction(r, actions) ::= <<
private function sempred<r.name; format="cap">(?Context\\<r.ctxType> $localContext, int $predicateIndex): bool
{
 switch ($predicateIndex) {
 <actions:{index|
  case <index>:
     return <actions.(index)>;}; separator="\n\n">
 }

 return
 true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,exceptions,postamble)
::= <<
/**
* @throws RecognitionException
*/
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><endif>public function <currentRule.name>(<args;
separator=",">): Context\\<currentRule.ctxType>
{
  $localContext = new Context\\<currentRule.ctxType>($this->ctx, $this->getState()<currentRule.args:{a | ,
$<a.name>}>);

  $this->enterRule($localContext, <currentRule.startState>, self::RULE_<currentRule.name>);
  <namedActions.init>
  <locals; separator="\n">

  try {
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  }<if(exceptions)><exceptions; separator="\n"><else> catch (RecognitionException $exception) {
     $localContext->exception = $exception;
     $this->errorHandler->reportError($this, $exception);
     $this->errorHandler->recover($this, $exception);
  }<endif> finally {

     <finallyAction>
     $this->exitRule();
  }

  return $localContext;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamb
```

```
le) ::= <<
/**
* @throws RecognitionException
*/
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><endif>public function <currentRule.name>(<args;
separator=", ">): Context\\<currentRule.ctxType>
{
 return $this->recursive<currentRule.name; format="cap">(0<currentRule.args:{a | , <a.name>}>);
}

/**
* @throws RecognitionException
*/
private function recursive<currentRule.name; format="cap">(int $precedence<args:{a | , <a>}>):
Context\\<currentRule.ctxType>
{
 $parentContext = $this->ctx;
 $parentState = $this->getState();
 $localContext = new Context\\<currentRule.ctxType>($this->ctx, $parentState<currentRule.args:{a | ,
<a.name>}>);
 $previousContext = $localContext;
 $startState = <currentRule.startState>;
 $this->enterRecursionRule($localContext, <currentRule.startState>,
 self::RULE_<currentRule.name>, $precedence);
 <namedActions.init>
 <locals; separator="\n">

 try {
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 } catch (RecognitionException $exception) {
  $localContext->exception = $exception;
  $this->errorHandler->reportError($this, $exception);
  $this->errorHandler->recover($this, $exception);
 } finally {
  <finallyAction>
  $this->unrollRecursionContexts($parentContext);
 }

 return $localContext;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>$localContext = new
Context\\<currentOuterMostAltCodeBlock.altLabel; format="cap">Context($localContext);<endif>
$this->enterOuterAlt($localContext, <currentOuterMostAltCodeBlock.alt.altNum>);
```

```
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice,
 preamble, alts, error) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);
<if(choice.label)><labelref(choice.label)> = $this->input->LT(1);<endif>
<preamble; separator="\n">

switch ($this->input->LA(1)) {
   <choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n\n">

default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);

switch ($this->input->LA(1)) {
   <choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n\n">

default:
 break;
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);
<preamble; separator="\n">

if (<expr>) {
 <alts; separator="\n">
}
```

```
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);

<preamble;
 separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 $this->setState(<choice.loopBackStateNumber>);
 $this->errorHandler->sync($this);
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
$this->setState(<choice.blockStartStateNumber>); <! alt block decision !>
$this->errorHandler->sync($this);

<preamble; separator="\n">
do {
 <alts; separator="\n">
 $this->setState(<choice.stateNumber>); <! loopback/exit decision !>
 $this->errorHandler->sync($this);
 <iteration>
} while (<loopExpr>);
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);
<if(choice.label)><labelref(choice.label)> = $this->input->LT(1);<endif>
<preamble; separator="\n">

switch ($this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx)) {
 <alts:{alt |
case <i>:
   <alt>
break;}; separator="\n\n">
}
>>

OptionalBlock(choice,
 alts, error) ::= <<
$this->setState(<choice.stateNumber>);
```

```
$this->errorHandler->sync($this);

switch ($this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx)) {
<alts:{alt |
  case <i><if(!choice.ast.greedy)>+1<endif>:
    <alt>
 break;}; separator="\n\n">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);

$alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);

while ($alt !== <choice.exitAlt> && $alt !== ATN::INVALID_ALT_NUMBER) {
 if ($alt === 1<if(!choice.ast.greedy)>+1<endif>) {
  <iteration>
  <alts> <! should only be one !>
 }

 $this->setState(<choice.loopBackStateNumber>);
 $this->errorHandler->sync($this);

 $alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);
}
>>

PlusBlock(choice, alts, error) ::= <<
$this->setState(<choice.blockStartStateNumber>); <! alt block decision !>
$this->errorHandler->sync($this);

$alt
 = 1<if(!choice.ast.greedy)>+1<endif>;

do {
 switch ($alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n\n">
 default:
  <error>
 }

 $this->setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
 $this->errorHandler->sync($this);
```

```
 $alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);
} while ($alt !== <choice.exitAlt> && $alt !== ATN::INVALID_ALT_NUMBER);
>>

Sync(s) ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException($this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) === 0
>>

bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName,
 bits.shift)>})> && ((1 \<\< <offsetShiftVar(s.varName, bits.shift)>) & <bits.calculated>) !== 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>($<shiftAmount> - <offset>)<else>$<shiftAmount><endif>
%>
offsetShiftConst(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(self::<shiftAmount> - <offset>)<else>self::<shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | $<s.varName> === self::<t.name>}; separator=" || ">
%>

cases(tokens) ::= <<
<tokens:{t | case self::<t.name>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
$this->setState(<r.stateNumber>);
<if(r.labels)><r.labels:{l | <labelref(l)> = }><endif>$this-><if(r.ast.options.p)>recursive<r.name;
format="cap"><else><r.name><endif>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif>
```

```
<argExprsChunks>);
>>

MatchToken(m) ::= <<
$this->setState(<m.stateNumber>);
<if(m.labels)><m.labels:{l
 | <labelref(l)> = }><endif>$this->match(self::<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
$this->setState(<m.stateNumber>);

<if(m.labels)><m.labels:{l | <labelref(l)> = }>$this->input->LT(1);<endif>
<capture>

if (<if(invert)>$<m.varName> \<= 0 || <else>!<endif>(<expr>)) {
    <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>$this->errorHandler->recoverInline($this);
} else {
 if ($this->input->LA(1) === Token::EOF) {
    $this->matchedEOF = true;
  }

 $this->errorHandler->reportMatch($this);
 $this->consume();
}
>>

Wildcard(w) ::= <<
$this->setState(<w.stateNumber>);
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>$this->matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
$this->setState(<p.stateNumber>);

if
 (!(<chunks>)) {
  throw new FailedPredicateException($this, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
```

```
<p.msg><endif>);
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "$this->skip();"
LexerMoreCommand()  ::= "$this->more();"
LexerPopModeCommand() ::= "$this->popMode();"

LexerTypeCommand(arg, grammar)      ::= "$this->type = <arg>;"
LexerChannelCommand(arg, grammar)   ::= "$this->channel = <arg>;"
LexerModeCommand(arg, grammar)      ::= "$this->mode = <arg>;"
LexerPushModeCommand(arg, grammar)  ::= "$this->pushMode(<arg>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "$localContext-><a.name>"
LocalRef(a) ::= "$localContext-><a.name>"
RetValueRef(a) ::= "$localContext-><a.name>"
QRetValueRef(a) ::= "<ctx(a)>-><a.dict>-><a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>-><t.name>"
LabelRef(t)
 ::= "<ctx(t)>-><t.name>"
ListLabelRef(t) ::= "<ctx(t)>-><ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>-><s.name> = <rhsChunks>;"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getText() : null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getType() : 0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getLine() : 0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getCharPositionInLine() : 0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getChannel() : 0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>-><t.label> !== null ? <ctx(t)>-><t.label>->getTokenIndex() : 0)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>-><t.label> !== null ? (int) <ctx(t)>-><t.label>->getText()
 : 0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>-><r.label> !== null ? (<ctx(r)>-><r.label>->start) : null)"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>-><r.label> !== null ? (<ctx(r)>-><r.label>->stop) : null)"
```

```
RulePropertyRef_text(r)  ::= "(<ctx(r)>-><r.label> !== null ? $this->input->getTextByTokens(<ctx(r)>-><r.label>->start, <ctx(r)>-><r.label>->stop) : null)"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>-><r.label>"
RulePropertyRef_parser(r):= "\$this"

ThisRulePropertyRef_start(r) ::= "$localContext->start"
ThisRulePropertyRef_stop(r)  ::= "$localContext->stop"
ThisRulePropertyRef_text(r)  ::= "$this->input->getTextByTokens($localContext->start, $this->input->LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "$localContext"
ThisRulePropertyRef_parser(r):= "$this"

NonLocalAttrRef(s)        ::= "\$this->getInvokingContext(<s.ruleIndex>)-><s.name>"
SetNonLocalAttr(s, rhsChunks) ::= "\$this->getInvokingContext(<s.ruleIndex>)-><s.name> = <rhsChunks>;"

AddToLabelList(a) ::= "<ctx(a.label)>-><a.listName>[]
 = <labelref(a.label)>;"

TokenDecl(t) ::= "<TokenLabelType()> $<t.name>"
TokenTypeDecl(t) ::= ""
TokenListDecl(t) ::= "array $<t.name> = []"
RuleContextDecl(r) ::= "<r.ctxName> $<r.name>"
RuleContextListDecl(rdecl) ::= "array $<rdecl.name> = []"
AttributeDecl(d) ::= "<d.type> $<d.name><if(d.initValue)> = <d.initValue><endif>"

PropertiesDecl(struct) ::= <<
<if(struct.tokenListDecls)>
 <struct.tokenListDecls : {d | /**
* @var array\<Token>|null $<d.name>
*/
public $<d.name>;}; separator="\n\n">
<endif>
<if(struct.tokenDecls)>
<if(struct.tokenListDecls)>

<endif>
 <struct.tokenDecls : {d | /**
* @var <TokenLabelType()>|null $<d.name>
*/
public $<d.name>;}; separator="\n\n">
<endif>
<if(struct.ruleContextDecls)>
<if(struct.tokenListDecls || struct.tokenDecls)>

<endif>
 <struct.ruleContextDecls : {d | /**
* @var <d.ctxName>|null $<d.name>
*/
public $<d.name>;}; separator="\n\n">
```

```
<endif>
<if(struct.ruleContextListDecls)>
<if(struct.tokenListDecls || struct.tokenDecls
 || struct.ruleContextDecls)>

<endif>
 <struct.ruleContextListDecls : {d | /**
* @var array\<<d.ctxName>\>|null $<d.name>
*/
public $<d.name>;}; separator="\n\n">
<endif>
<if(struct.attributeDecls)>
<if(struct.tokenListDecls || struct.tokenDecls || struct.ruleContextDecls || struct.ruleContextListDecls)>

<endif>
 <struct.attributeDecls : {d | /**
* @var <d.type><if(!d.initValue)>|null<endif> $<d.name>
*/
public $<d.name><if(d.initValue)> = <d.initValue><endif>;}; separator="\n\n">
<endif>

>>

ContextTokenGetterDecl(t) ::= <<
public function <t.name>(): ?TerminalNode
{
  return $this->getToken(<parser.name>::<t.name>, 0);
}
>>

ContextTokenListGetterDecl(t)  ::= <<
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
/**
* @return array\<TerminalNode>|TerminalNode|null
*/
public function <t.name>(?int $index = null)
{
 if ($index === null) {
  return $this->getTokens(<parser.name>::<t.name>);
 }

  return $this->getToken(<parser.name>::<t.name>, $index);
}
>>

ContextRuleGetterDecl(r)
```

```
      ::= <<
public function <r.name>(): ?<r.ctxName>
{
 return $this->getTypedRuleContext(<r.ctxName>::class, 0);
}
>>

ContextRuleListGetterDecl(r)   ::= <<
>>

ContextRuleListIndexedGetterDecl(r)   ::= <<
/**
* @return array\<<r.ctxName>\>|<r.ctxName>|null
*/
public function <r.name>(?int $index = null)
{
 if ($index === null) {
  return $this->getTypedRuleContexts(<r.ctxName>::class);
 }

   return $this->getTypedRuleContext(<r.ctxName>::class, $index);
}
>>

LexerRuleContext() ::= "RuleContext"

/**
* The rule context name is the rule followed by a suffix; e.g., r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "$<d.varName> = \$this->input->LT(1);"
CaptureNextTokenType(d) ::= "$<d.varName> = $this->input->LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures)
 ::= <<
class <struct.name> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=", "><endif>
{
<PropertiesDecl(struct)>
 public function __construct(?ParserRuleContext $parent, ?int $invokingState = null<ctorAttrs:{a | , ?<a> = null}>)
 {
```

```
 parent::__construct($parent, $invokingState);
<if(struct.ctorAttrs)>

 <struct.ctorAttrs:{a | $this-><a.name> = $<a.name> ?? $this-><a.name>;}; separator="\n">
<endif>
 }

 public function getRuleIndex(): int
 {
    return <parser.name>::RULE_<struct.derivedFromName>;
  }
<if(getters)>

  <getters:{g | <g>}; separator="\n\n">
<endif>
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 public function copyFrom(ParserRuleContext $context): void
 {
  parent::copyFrom($context);

 <struct.attrs:{a | $this-><a.name> = $context-><a.name>;}; separator="\n">
 }
<endif>
<if(dispatchMethods)>

 <dispatchMethods;
 separator="\n\n">
<endif>
<if(extensionMembers)>

 <extensionMembers; separator="\n\n">
<endif>
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name> extends <struct.parentRule; format="cap">Context
{
<PropertiesDecl(struct)>
 public function __construct(<struct.parentRule; format="cap">Context $context)
 {
    parent::__construct($context);

    $this->copyFrom($context);
  }
<if(getters)>

  <getters:{g | <g>}; separator="\n\n">
```

```
<endif>
<if(dispatchMethods)>

 <dispatchMethods; separator="\n\n">
<endif>
}
>>

ListenerDispatchMethod(method) ::= <<
public function <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener $listener): void
{
 if ($listener instanceof <parser.grammarName>Listener) {
    $listener-><if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">($this);
  }
}
>>

VisitorDispatchMethod(method) ::= <<
public function accept(ParseTreeVisitor $visitor): mixed
{
 if ($visitor instanceof
 <parser.grammarName>Visitor) {
    return $visitor->visit<struct.derivedFromName; format="cap">($this);
  }

 return $visitor->visitChildren($this);
}
>>

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>$localContext-><endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "$localContext"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "\$this->precpred(\$this->ctx, <opPrec>)"

recRuleSetReturnAction(src,name)   ::= "\$<name> = \$<src>-><name>;"

recRuleSetStopToken()                 ::= "$this->ctx->stop = $this->input->LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
$localContext = new Context\\<ctxName>Context($parentContext, $parentState);
<if(label)>
<if(isListLabel)>
$localContext-><label>[] = $previousContext;
<else>
```

```
$localContext-><label> = $previousContext;
<endif>
<endif>

$this->pushNewRecursionContext($localContext,
 $startState, self::RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
$localContext = new Context\\<currentAltLabel; format="cap">Context(new Context\\<ruleName;
format="cap">Context($parentContext, $parentState));
<if(label)>
<if(isListLabel)>
$localContext-><label>[] = $previousContext;
<else>
$localContext-><label> = $previousContext;
<endif>
<endif>

$this->pushNewRecursionContext($localContext, $startState, self::RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
$localContext = new Context\\<ctxName>Context($localContext);
$this->ctx = $localContext;
$previousContext = $localContext;
>>

recRuleSetPrevCtx() ::= <<
if ($this->getParseListeners() !== null) {
   $this->triggerExitRuleEvent();
}

$previousContext = $localContext;
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass)
 ::= <<
namespace<if(lexerFile.genPackage)> <lexerFile.genPackage><endif> {
<if(namedActions.header)><namedActions.header><endif>
 use Antlr\\Antlr4\\Runtime\\Atn\\ATNDeserializer;
 use Antlr\\Antlr4\\Runtime\\Atn\\LexerATNSimulator;
```

```
 use Antlr\\Antlr4\\Runtime\\Lexer;
 use Antlr\\Antlr4\\Runtime\\CharStream;
 use Antlr\\Antlr4\\Runtime\\PredictionContexts\\PredictionContextCache;
 use Antlr\\Antlr4\\Runtime\\RuleContext;
 use Antlr\\Antlr4\\Runtime\\Atn\\ATN;
 use Antlr\\Antlr4\\Runtime\\Dfa\\DFA;
 use Antlr\\Antlr4\\Runtime\\Vocabulary;
 use Antlr\\Antlr4\\Runtime\\RuntimeMetaData;
 use Antlr\\Antlr4\\Runtime\\VocabularyImpl;
<if(namedActions.definitions)><namedActions.definitions><endif>

 final class <lexer.name> extends <superClass; null="Lexer">
 {
  <if(lexer.tokens)>
  public const <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
  <endif>

  <if(lexer.escapedChannels)>
  public const <lexer.escapedChannels:{c | <c> = <lexer.escapedChannels.(c)>};
 separator=", ", wrap, anchor>;
  <endif>

  <if(rest(lexer.escapedModeNames))>
  public const <rest(lexer.escapedModeNames):{m | <m>=<i>}; separator=", ", wrap, anchor>;
  <endif>

  /**
   * @var array\<string>
   */
  public const CHANNEL_NAMES = [
   'DEFAULT_TOKEN_CHANNEL', 'HIDDEN'<if (lexer.channelNames)>, <lexer.channelNames:{c| '<c>'};
separator=", ", wrap, anchor><endif>
  ];

  /**
   * @var array\<string>
   */
  public const MODE_NAMES = [
   <lexer.modes:{m| '<m>'}; separator=", ", wrap, anchor>
  ];

  /**
   * @var array\<string>
   */
  public const RULE_NAMES = [
   <lexer.ruleNames:{r | '<r>'}; separator=", ", wrap, anchor>
  ];
```

```
 <vocabulary(lexer.literalNames, lexer.symbolicNames)>

 <atn>
 protected static $atn;
 protected static $decisionToDFA;
 protected static $sharedContextCache;
<if(namedActions.members)>

 <namedActions.members>
<endif>

 public function __construct(CharStream $input)
 {
  parent::__construct($input);

  self::initialize();

  $this->interp
 = new LexerATNSimulator($this, self::$atn, self::$decisionToDFA, self::$sharedContextCache);
 }

 private static function initialize(): void
 {
  if (self::$atn !== null) {
   return;
  }

  RuntimeMetaData::checkVersion('<lexerFile.ANTLRVersion>', RuntimeMetaData::VERSION);

  $atn = (new ATNDeserializer())->deserialize(self::SERIALIZED_ATN);

  $decisionToDFA = [];
  for ($i = 0, $count = $atn->getNumberOfDecisions(); $i \< $count; $i++) {
   $decisionToDFA[] = new DFA($atn->getDecisionState($i), $i);
  }

  self::$atn = $atn;
  self::$decisionToDFA = $decisionToDFA;
  self::$sharedContextCache = new PredictionContextCache();
 }

 public static function vocabulary(): Vocabulary
 {
  static $vocabulary;

  return $vocabulary = $vocabulary ?? new VocabularyImpl(self::LITERAL_NAMES, self::SYMBOLIC_NAMES);
 }
```

```
 public function getGrammarFileName(): string
 {
  return '<lexer.grammarFileName>';
 }

 public function getRuleNames(): array
 {
  return
self::RULE_NAMES;
 }

 public function getSerializedATN(): array
 {
  return self::SERIALIZED_ATN;
 }

 /**
  * @return array\<string>
  */
 public function getChannelNames(): array
 {
  return self::CHANNEL_NAMES;
 }

 /**
  * @return array\<string>
  */
 public function getModeNames(): array
 {
  return self::MODE_NAMES;
 }

 public function getATN(): ATN
 {
  return self::$atn;
 }

 public function getVocabulary(): Vocabulary
 {
  return self::vocabulary();
 }
 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 }
}
>>

SerializedATN(model) ::= <<
private const SERIALIZED_ATN =
```

```
 [<model.serialized: {s | <s>}; separator=", ", wrap={<\n>    }>];
>>

/**
* Using a type to init value map, try to init a type; if not in table
* must be an object, default value is `null`.
*/
initValue(typeName) ::= <<
<phpTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".php"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/PHP/PHP.stg
No license file was found, but licenses were detected in source scan.

/*
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*
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
```

```
tree grammar ATNBuilder;
options {
 language     = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
// filter       = true;
}

// Include the copyright in this source and also the generated source
@header {
/*
[The "BSD license"]
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 modification, are permitted provided that the following conditions
are met:
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DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import org.antlr.v4.automata.ATNFactory;
}

@members {
  ATNFactory factory;
  public ATNBuilder(TreeNodeStream input, ATNFactory factory) {
   this(input);
   this.factory = factory;
  }
```

```
}

dummy : block[null] ; // avoid error about no start rule

ruleBlock[GrammarAST ebnfRoot] returns [ATNFactory.Handle p]
@init {
  List<ATNFactory.Handle> alts = new ArrayList<ATNFactory.Handle>();
  int alt = 1;
  factory.setCurrentOuterAlt(alt);
}
  : ^(BLOCK
       (^(OPTIONS .*))?
       (   a=alternative
          {alts.add($a.p); factory.setCurrentOuterAlt(++alt);}
       )+
    )
   {$p = factory.block((BlockAST)$BLOCK, ebnfRoot, alts);}
  ;

block[GrammarAST ebnfRoot] returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> alts = new ArrayList<ATNFactory.Handle>();}
  : ^(BLOCK (^(OPTIONS .*))? (a=alternative {alts.add($a.p);})+)
   {$p = factory.block((BlockAST)$BLOCK, ebnfRoot, alts);}
  ;

alternative returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> els = new ArrayList<ATNFactory.Handle>();}
  : ^(LEXER_ALT_ACTION a=alternative lexerCommands)
     {$p = factory.lexerAltCommands($a.p,$lexerCommands.p);}
  | ^(ALT elementOptions? EPSILON)       {$p = factory.epsilon($EPSILON);}
  |   ^(ALT elementOptions? (e=element {els.add($e.p);})+) {$p = factory.alt(els);}
  ;

lexerCommands returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> cmds = new ArrayList<ATNFactory.Handle>();}
  :   (c=lexerCommand {if ($c.cmd != null) cmds.add($c.cmd);})+
     {
     $p = factory.alt(cmds);
     }
  ;

lexerCommand returns
 [ATNFactory.Handle cmd]
 : ^(LEXER_ACTION_CALL ID lexerCommandExpr)
     {$cmd = factory.lexerCallCommand($ID, $lexerCommandExpr.start);}
 | ID
     {$cmd = factory.lexerCommand($ID);}
 ;
```

```
lexerCommandExpr
 : ID
 | INT
 ;

element returns [ATNFactory.Handle p]
 : labeledElement    {$p = $labeledElement.p;}
 | atom      {$p = $atom.p;}
 | subrule      {$p = $subrule.p;}
 |   ACTION      {$p = factory.action((ActionAST)$ACTION);}
 |   SEMPRED      {$p = factory.sempred((PredAST)$SEMPRED);}
 |   ^(ACTION .)     {$p = factory.action((ActionAST)$ACTION);}
 |   ^(SEMPRED .)    {$p = factory.sempred((PredAST)$SEMPRED);}
  | ^(NOT b=blockSet[true])  {$p = $b.p;}
  | LEXER_CHAR_SET    {$p = factory.charSetLiteral($start);}
 ;

astOperand returns [ATNFactory.Handle p]
 : atom      {$p = $atom.p;}
 | ^(NOT blockSet[true])  {$p = $blockSet.p;}
 ;

labeledElement returns [ATNFactory.Handle p]
 : ^(ASSIGN ID element)     {$p = factory.label($element.p);}
 | ^(PLUS_ASSIGN ID element)
  {$p = factory.listLabel($element.p);}
 ;

subrule returns [ATNFactory.Handle p]
 : ^(OPTIONAL block[$start])   {$p = $block.p;}
 | ^(CLOSURE block[$start])   {$p = $block.p;}
 | ^(POSITIVE_CLOSURE block[$start]) {$p = $block.p;}
 |  block[null]       {$p = $block.p;}
   ;

blockSet[boolean invert] returns [ATNFactory.Handle p]
@init {List<GrammarAST> alts = new ArrayList<GrammarAST>();}
 : ^(SET (setElement {alts.add($setElement.start);})+) {$p = factory.set($start, alts, $invert);}
 ;

/** Don't combine with atom otherwise it will build spurious ATN nodes */
setElement
 : ^(STRING_LITERAL .)
 | ^(TOKEN_REF .)
 | STRING_LITERAL
 | TOKEN_REF
 | ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
```

```
  |   LEXER_CHAR_SET
 ;

atom returns [ATNFactory.Handle p]
 : range     {$p = $range.p;}
 | ^(DOT ID terminal)  {$p = $terminal.p;}
 | ^(DOT ID ruleref)  {$p = $ruleref.p;}
  | ^(WILDCARD .)   {$p = factory.wildcard($start);}
  | WILDCARD    {$p = factory.wildcard($start);}
  | blockSet[false]   {$p
 = $blockSet.p;}
  |   terminal    {$p = $terminal.p;}
  |   ruleref     {$p = $ruleref.p;}
  ;

ruleref returns [ATNFactory.Handle p]
  : ^(RULE_REF ARG_ACTION? ^(ELEMENT_OPTIONS .*))  {$p = factory.ruleRef($RULE_REF);}
  | ^(RULE_REF ARG_ACTION?)        {$p = factory.ruleRef($RULE_REF);}
  | RULE_REF          {$p = factory.ruleRef($RULE_REF);}
  ;

range returns [ATNFactory.Handle p]
  : ^(RANGE a=STRING_LITERAL b=STRING_LITERAL) {$p = factory.range($a,$b);}
  ;

terminal returns [ATNFactory.Handle p]
  :  ^(STRING_LITERAL .)   {$p = factory.stringLiteral((TerminalAST)$start);}
  | STRING_LITERAL    {$p = factory.stringLiteral((TerminalAST)$start);}
  | ^(TOKEN_REF ARG_ACTION .) {$p = factory.tokenRef((TerminalAST)$start);}
  | ^(TOKEN_REF .)    {$p = factory.tokenRef((TerminalAST)$start);}
  | TOKEN_REF     {$p = factory.tokenRef((TerminalAST)$start);}
  ;

elementOptions
 : ^(ELEMENT_OPTIONS elementOption*)
 ;

elementOption
 : ID
 | ^(ASSIGN ID
 ID)
 | ^(ASSIGN ID STRING_LITERAL)
 | ^(ASSIGN ID ACTION)
 | ^(ASSIGN ID INT)
 ;

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ATNBuilder.g
```

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

```
/*
* [The "BSD license"]
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** ANTLR tool checks output templates are compatible with tool code generation.
*  For now, a simple string match used on x.y of x.y.z scheme.
*  Must match Tool.VERSION during load to templates.
*
*  REQUIRED.
*/

pythonTypeInitMap ::= [
 "bool":"False",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"None" // anything other
```

```
 than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
# encoding: utf-8
from antlr4 import *
from io import StringIO
import sys
if sys.version_info[1] > 5:
 from typing import TextIO
else:
 from typing.io import TextIO

<namedActions.header>
<parser>

>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if "." in __name__:
  from .<file.parserName> import <file.parserName>
else:
  from <file.parserName> import <file.parserName>
<header>

# This class defines a complete listener for a parse tree produced by <file.parserName>.
class <file.grammarName>Listener(ParseTreeListener):

  <file.listenerNames:{lname |
# Enter a parse tree produced by <file.parserName>#<lname>.
def enter<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
   pass

# Exit a parse tree produced by <file.parserName>#<lname>.
def exit<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
  pass

}; separator="\n">

del <file.parserName>
>>
```

```
VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if "." in __name__:
  from .<file.parserName> import <file.parserName>
else:
  from <file.parserName> import <file.parserName>
<header>

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

class <file.grammarName>Visitor(ParseTreeVisitor):

  <file.visitorNames:{lname |
# Visit a parse tree produced by <file.parserName>#<lname>.
def visit<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
  return self.visitChildren(ctx)

}; separator="\n">

del <file.parserName>
>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
# Generated from <grammarFileName> by ANTLR
 <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(superClass)>
if "." in __name__:
  from .<superClass> import <superClass>
else:
  from <superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

  grammarFileName = "<parser.grammarFileName>"

  atn = ATNDeserializer().deserialize(serializedATN())
```

```
  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

  sharedContextCache = PredictionContextCache()

  literalNames = [ <parser.literalNames:{t | <t>}; null="\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  <if(parser.rules)>
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>
  <endif>

  ruleNames =
 [ <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ]

  EOF = <TokenLabelType()>.EOF
  <if(parser.tokens)>
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

  <parser:(ctor)()>

  <namedActions.members>

  <funcs; separator="\n">


<if(sempredFuncs)>
  def sempred(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
      if self._predicates == None:
          self._predicates = dict()
<parser.sempredFuncs.values:{f |
      self._predicates[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n        ">
      pred = self._predicates.get(ruleIndex, None)
      if pred is None:
          raise Exception("No predicate with index:" + str(ruleIndex))
      else:
          return pred(localctx, predIndex)

  <sempredFuncs.values; separator="\n">
<endif>



>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
```

```
<if(actionFuncs)>
def action(self, localctx:RuleContext, ruleIndex:int, actionIndex:int):
    if self._actions is None:
        actions = dict()
<recog.actionFuncs.values:{f|
        actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
        self._actions = actions
    action = self._actions.get(ruleIndex, None)
    if action is not None:
        action(localctx, actionIndex)
    else:
        raise Exception("No registered action for:" + str(ruleIndex))

<actionFuncs.values; separator="\n">

<endif>
<if(sempredFuncs)>
def sempred(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
    if self._predicates is None:
        preds = dict()
<recog.sempredFuncs.values:{f|
        preds[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n">
        self._predicates = preds
    pred = self._predicates.get(ruleIndex, None)
    if pred is not None:
        return pred(localctx, predIndex)
    else:
        raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
def __init__(self,
 input:TokenStream, output:TextIO = sys.stdout):
    super().__init__(input, output)
    self.checkVersion("<file.ANTLRVersion>")
    self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
    self._predicates = None

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
```

```
def <r.name>_action(self, localctx:<r.ctxType> , actionIndex:int):
<actions:{index|
<if(first(actions))>
  if actionIndex == <index>:
     <actions.(index)>
<elseif(rest(actions))>
  elif actionIndex == <index>:
     <actions.(index)>
<endif> }; separator="\n">
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
def <r.name>_sempred(self, localctx:<r.ctxType>, predIndex:int):
  <actions:{index|
<if(first(actions))>
   if predIndex == <index>:
     return <actions.(index)>
<elseif(rest(actions))>
  elif predIndex == <index>:
     return <actions.(index)>
<endif> }; separator="\n">

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.escapedName>(self<currentRule.args:{a | , <a.escapedName><if(a.type)>:<a.type><endif>}>):

  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a | ,
<a.escapedName>}>)
  self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
  <namedActions.init>
  <locals; separator="\n">
  try:
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  <if(exceptions)>
  <exceptions; separator="\n">
  <else>
```

```
  except RecognitionException as re:
      localctx.exception = re
      self._errHandler.reportError(self,
 re)
      self._errHandler.recover(self, re)
  <endif>
  finally:
      <finallyAction>
      self.exitRule()
  return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.escapedName>(self, _p:int=0<if(currentRule.args)>, <args:{a | , <a>}><endif>):
  _parentctx = self._ctx
  _parentState = self.state
  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{a | , <a.escapedName>}>)
  _prevctx = localctx
  _startState = <currentRule.startState>
  self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>, _p)
  <namedActions.init>
  <locals; separator="\n">
  try:
      <code>
      <postamble; separator="\n">
      <namedActions.after>
  except RecognitionException as re:
      localctx.exception = re

  self._errHandler.reportError(self, re)
      self._errHandler.recover(self, re)
  finally:
      <finallyAction>
      self.unrollRecursionContexts(_parentctx)
  return localctx

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(self, localctx)<endif>
```

```
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
    <alt>
  pass}; separator="\nel">
else:
  <error>

>>

LL1OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
  <alt>
  pass}; separator="\nel">
else:
  pass
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
if <expr>:
  <alts; separator="\n">

<!else if ( !(<followExpr>) ) <error>!>
>>


LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.stateNumber>
```

```
self._errHandler.sync(self)
<preamble; separator="\n">
while <loopExpr>:
  <alts; separator="\n">
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  <iteration>

>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.blockStartStateNumber> <! alt
 block decision !>
self._errHandler.sync(self)
<preamble; separator="\n">
while True:
  <alts; separator="\n">
  self.state = <choice.stateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  <iteration>
  if not (<loopExpr>):
     break

>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i>:
  <alt>
  pass
}; separator="\nel">

>>

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
```

```
}; separator="\nel">

>>

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt
 = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  if _alt==1<if(!choice.ast.greedy)>+1<endif>:
     <iteration>
     <alts> <! should only be one !>
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

PlusBlock(choice, alts, error) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">
  else:
     <error>
  self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

Sync(s)
 ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
```

((<shiftAmount>) & ~0x3f) == 0
>>

bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 \<\< <offsetShiftVar(s.varName, bits.shift)>) & <bits.calculated>) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t
 | <s.varName>==<t.type>}; separator=" or ">
%>

cases(tokens) ::= <<
if token in [<tokens:{t | <t.type>}; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>self.<r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>

```
<if(m.labels)><m.labels:{l | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
<if(m.labels)><m.labels:{l |     <labelref(l)> = }><else>    <endif>self._errHandler.recoverInline(self)
else:
    self._errHandler.reportMatch(self)
  self.consume()
>>

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>self.matchWildcard()
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
self.state = <p.stateNumber>
if not <chunks>:
  from antlr4.error.Errors import FailedPredicateException
  raise FailedPredicateException(self, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
<p.msg><endif>)
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
except <catchArg>:
  <catchAction>
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg, grammar)      ::= "_type = <arg>"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>"
LexerPushModeCommand(arg,
 grammar)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.escapedName>"
```

```
LocalRef(a) ::= "localctx.<a.escapedName>"
RetValueRef(a) ::= "localctx.<a.escapedName>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.escapedName>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None
 else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)  ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::= "(None if <ctx(r)>.<r.label> is None else
self._input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)  ::= "self._input.getText(localctx.start, self._input.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)
 ::= "self"

NonLocalAttrRef(s)     ::= "self.getInvokingContext(<s.ruleIndex>).<s.escapedName>"
SetNonLocalAttr(s, rhsChunks)  ::= "self.getInvokingContext(<s.ruleIndex>).<s.escapedName> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.escapedName> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.escapedName> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.escapedName> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.escapedName> = None # <r.ctxName>"
RuleContextListDecl(rdecl) ::= "self.<rdecl.escapedName> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t)      ::= <<
def <t.escapedName>(self):
```

```
  return self.getToken(<parser.name>.<t.name>, 0)
>>

// should never be called
ContextTokenListGetterDecl(t)  ::= <<
def <t.name>_list(self):
  return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
def <t.escapedName>(self,
 i:int=None):
  if i is None:
     return self.getTokens(<parser.name>.<t.name>)
  else:
     return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r)       ::= <<
def <r.escapedName>(self):
  return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)

>>

// should never be called
ContextRuleListGetterDecl(r)   ::= <<
def <r.name>_list(self):
  return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r)   ::= <<
def <r.escapedName>(self, i:int=None):
  if i is None:
     return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
  else:
     return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
*  r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
```

```
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)
  ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures) ::= <<
class <struct.escapedName>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):
  __slots__ = 'parser'

  def __init__(self, parser, parent:ParserRuleContext=None, invokingState:int=-1<struct.ctorAttrs:{a | ,
<a.escapedName><if(a.type)>:<a.type><endif>=None}>):
      super().__init__(parent, invokingState)
      self.parser = parser
      <attrs:{a | <a>}; separator="\n">
      <struct.ctorAttrs:{a | self.<a.escapedName> = <a.escapedName>}; separator="\n">

  <getters:{g | <g>}; separator="\n\n">

  def getRuleIndex(self):
      return <parser.name>.RULE_<struct.derivedFromName>

<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
   def copyFrom(self, ctx:ParserRuleContext):
      super().copyFrom(ctx)
      <struct.attrs:{a | self.<a.escapedName> = ctx.<a.escapedName>}; separator="\n">

<endif>
  <dispatchMethods; separator="\n">
  <extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.escapedName>(<currentRule.name; format="cap">Context):

  def __init__(self, parser, ctx:ParserRuleContext): # actually a <parser.name>.<currentRule.name;
format="cap">Context
      super().__init__(parser)
      <attrs:{a | <a>}; separator="\n">
      self.copyFrom(ctx)

  <getters:{g | <g>}; separator="\n">

  <dispatchMethods; separator="\n">
```

```
>>

ListenerDispatchMethod(method) ::= <<
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener:ParseTreeListener):
  if hasattr( listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">" ):
     listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName;
 format="cap">(self)

>>

VisitorDispatchMethod(method) ::= <<
def accept(self, visitor:ParseTreeVisitor):
  if hasattr( visitor, "visit<struct.derivedFromName; format="cap">" ):
     return visitor.visit<struct.derivedFromName; format="cap">(self)
  else:
     return visitor.visitChildren(self)

>>

AttributeDecl(d) ::= "self.<d.escapedName> = <if(d.initValue)><d.initValue><else>None<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "self.precpred(self._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                 ::= "self._ctx.stop = self._input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
localctx =
 <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
```

```
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = <parser.name>.<ctxName>Context(self, localctx)
self._ctx = localctx
_prevctx = localctx
>>

recRuleSetPrevCtx() ::= <<
if self._parseListeners is not None:
  self.triggerExitRuleEvent()
_prevctx = localctx
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName,
 lexerFile.ANTLRVersion)>
from antlr4 import *
from io import StringIO
import sys
if sys.version_info[1] > 5:
  from typing import TextIO
else:
  from typing.io import TextIO

<namedActions.header>

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
if "." in __name__:
  from .<superClass> import <superClass>
else:
  from <superClass> import <superClass>

<endif>
<atn>
```

```
class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):

  atn = ATNDeserializer().deserialize(serializedATN())

  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

<if(lexer.escapedChannels)>
  <lexer.escapedChannels:{c| <c> = <lexer.escapedChannels.(c)>}; separator="\n">

<endif>
<if(rest(lexer.escapedModeNames))>
  <rest(lexer.escapedModeNames):{m| <m> = <i>}; separator="\n">

<endif>
  <if(lexer.tokens)>
  <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

   channelNames = [ u"DEFAULT_TOKEN_CHANNEL", u"HIDDEN"<if (lexer.channelNames)>,
<lexer.channelNames:{c| u"<c>"}; separator=", ", wrap, anchor><endif> ]

  modeNames = [ <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor> ]

  literalNames = [ "\<INVALID>",
        <lexer.literalNames:{t | <t>}; separator=", ", wrap, anchor> ]

  symbolicNames = [ "\<INVALID>",
        <lexer.symbolicNames:{t | <t>}; separator=", ", wrap, anchor> ]

  ruleNames = [ <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ]

  grammarFileName = "<lexer.grammarFileName>"

  def __init__(self, input=None, output:TextIO = sys.stdout):
     super().__init__(input, output)
     self.checkVersion("<lexerFile.ANTLRVersion>")
     self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
     self._actions = None
     self._predicates = None

  <namedActions.members>

  <dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model)
```

```
 ::= <<
def serializedATN():
  return [
     <model.serialized: {s | <s>}; separator=",", wrap>
  ]
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/Python3/Python3.stg
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```
<!--
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 ~ can be found in the LICENSE.txt file in the project root.
 -->
```

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```
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```

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*/

/** Find left-recursive rules */

```
tree grammar LeftRecursiveRuleWalker;

options {
 tokenVocab=ANTLRParser;
   ASTLabelType=GrammarAST;
}

@header {
package org.antlr.v4.parse;

import org.antlr.v4.misc.*;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
}

@members {
private String ruleName;
private int currentOuterAltNumber; // which outer alt of rule?
public
 int numAlts;  // how many alts for this rule total?

public void setAltAssoc(AltAST altTree, int alt) {}
public void binaryAlt(AltAST altTree, int alt) {}
public void prefixAlt(AltAST altTree, int alt) {}
public void suffixAlt(AltAST altTree, int alt) {}
public void otherAlt(AltAST altTree, int alt) {}
public void setReturnValues(GrammarAST t) {}
}

@rulecatch { }

// TODO: can get parser errors for not matching pattern; make them go away
public
rec_rule returns [boolean isLeftRec]
@init
{
 currentOuterAltNumber = 1;
}
 : ^( r=RULE id=RULE_REF {ruleName=$id.getText();}
   ruleModifier?
//   (ARG_ACTION)? shouldn't allow args, right?
   (^(RETURNS a=ARG_ACTION {setReturnValues($a);}))?
//        ( ^(THROWS .+) )? don't allow
       ( ^(LOCALS ARG_ACTION) )? // TODO: copy these to gen'd code
       ( ^(OPTIONS .*)
      |   ^(AT ID ACTION) // TODO: copy
      )*
   ruleBlock {$isLeftRec = $ruleBlock.isLeftRec;}
```

```
  exceptionGroup
 )
 ;

exceptionGroup
  : exceptionHandler* finallyClause?
   ;

exceptionHandler
 : ^(CATCH ARG_ACTION ACTION)
 ;

finallyClause
 : ^(FINALLY ACTION)
 ;

ruleModifier
  : PUBLIC
  | PRIVATE
  | PROTECTED
  ;

ruleBlock returns [boolean isLeftRec]
@init{boolean lr=false; this.numAlts = $start.getChildCount();}
 : ^( BLOCK
  (
   o=outerAlternative
   {if ($o.isLeftRec) $isLeftRec = true;}
   {currentOuterAltNumber++;}
  )+
 )
 ;

/** An alt is either prefix, suffix, binary, or ternary operation or "other" */
outerAlternative returns [boolean isLeftRec]
  :  (binary)=>          binary
                    {binaryAlt((AltAST)$start, currentOuterAltNumber); $isLeftRec=true;}
  |  (prefix)=>          prefix
                    {prefixAlt((AltAST)$start, currentOuterAltNumber);}
  |  (suffix)=>          suffix
                    {suffixAlt((AltAST)$start, currentOuterAltNumber); $isLeftRec=true;}
  |  nonLeftRecur        {otherAlt((AltAST)$start,  currentOuterAltNumber);}
  ;

binary
 : ^(
 ALT elementOptions? recurse element* recurse epsilonElement* )
      {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
```

```
;

prefix
 : ^( ALT elementOptions?
   element+
   recurse epsilonElement*
   )
       {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
 ;

suffix
   :   ^( ALT elementOptions? recurse element+ )
       {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
   ;

nonLeftRecur
   :   ^(ALT elementOptions? element+)
   ;

recurse
 : ^(ASSIGN ID recurseNoLabel)
 | ^(PLUS_ASSIGN ID recurseNoLabel)
 | recurseNoLabel
 ;

recurseNoLabel : {((CommonTree)input.LT(1)).getText().equals(ruleName)}? RULE_REF;

token returns [GrammarAST t=null]
 : ^(ASSIGN ID s=token {$t = $s.t;})
 | ^(PLUS_ASSIGN ID s=token {$t = $s.t;})
 | b=STRING_LITERAL         {$t = $b;}
   | ^(b=STRING_LITERAL elementOptions)  {$t = $b;}
   | ^(c=TOKEN_REF elementOptions)   {$t = $c;}
 | c=TOKEN_REF              {$t = $c;}
 ;

elementOptions
   : ^(ELEMENT_OPTIONS elementOption*)

  ;

elementOption
   : ID
   |   ^(ASSIGN ID ID)
   |   ^(ASSIGN ID STRING_LITERAL)
   |   ^(ASSIGN ID ACTION)
   |   ^(ASSIGN ID INT)
   ;
```

```
element
 : atom
 | ^(NOT element)
 | ^(RANGE atom atom)
 | ^(ASSIGN ID element)
 | ^(PLUS_ASSIGN ID element)
   | ^(SET setElement+)
   |   RULE_REF
 | ebnf
 | epsilonElement
 ;

epsilonElement
 : ACTION
 | SEMPRED
 | EPSILON
 | ^(ACTION elementOptions)
 | ^(SEMPRED elementOptions)
 ;

setElement
 : ^(STRING_LITERAL elementOptions)
 | ^(TOKEN_REF elementOptions)
 | STRING_LITERAL
 | TOKEN_REF
 ;

ebnf:   block
   |   ^( OPTIONAL block )
   |   ^( CLOSURE block )
   |   ^( POSITIVE_CLOSURE block )
   ;

block
   : ^(BLOCK ACTION? alternative+)
   ;

alternative
 : ^(ALT elementOptions? element+)
   ;

atom
 : ^(RULE_REF ARG_ACTION? elementOptions?)
   | ^(STRING_LITERAL elementOptions)
 | STRING_LITERAL
   | ^(TOKEN_REF elementOptions)
 | TOKEN_REF
```

```
  | ^(WILDCARD elementOptions)
 | WILDCARD
 | ^(DOT ID element)
 ;
```

Found in path(s):
*
/antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/LeftRecursiveRuleWalker.g
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```

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* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/Cpp/Cpp.stg
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```
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*/

tree grammar SourceGenTriggers;
options {
 language     = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
}

@header {
package org.antlr.v4.codegen;
import org.antlr.v4.misc.Utils;
import org.antlr.v4.codegen.model.*;
import org.antlr.v4.codegen.model.decl.*;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import java.util.Collections;
import
 java.util.Map;
import java.util.HashMap;
}

@members {
 public OutputModelController controller;
   public boolean hasLookaheadBlock;
   public SourceGenTriggers(TreeNodeStream input, OutputModelController controller) {
    this(input);
    this.controller = controller;
   }
}

dummy : block[null, null] ;

block[GrammarAST label, GrammarAST ebnfRoot] returns [List<? extends SrcOp> omos]
   : ^( blk=BLOCK (^(OPTIONS .+))?
   {List<CodeBlockForAlt> alts = new ArrayList<CodeBlockForAlt>();}
     ( alternative {alts.add($alternative.altCodeBlock);} )+
    )
    {
```

```
   if ( alts.size()==1 && ebnfRoot==null) return alts;
   if ( ebnfRoot==null ) {
      $omos = DefaultOutputModelFactory.list(controller.getChoiceBlock((BlockAST)$blk, alts, $label));
   }
   else {
        Choice choice = controller.getEBNFBlock($ebnfRoot, alts);
        hasLookaheadBlock |= choice instanceof PlusBlock || choice instanceof StarBlock;
      $omos = DefaultOutputModelFactory.list(choice);
    }
   }
  ;

alternative returns [CodeBlockForAlt altCodeBlock, List<SrcOp> ops]
@init {
  boolean outerMost = inContext("RULE BLOCK");
}
@after {
  controller.finishAlternative($altCodeBlock, $ops, outerMost);
}
  : a=alt[outerMost] {$altCodeBlock=$a.altCodeBlock; $ops=$a.ops;}
 ;

alt[boolean outerMost] returns [CodeBlockForAlt altCodeBlock, List<SrcOp> ops]
@init {
 // set alt if outer ALT only (the only ones with alt field set to Alternative object)
 AltAST altAST = (AltAST)retval.start;
 if ( outerMost ) controller.setCurrentOuterMostAlt(altAST.alt);
}
 : {
  List<SrcOp> elems = new ArrayList<SrcOp>();
  // TODO: shouldn't we pass $start to controller.alternative()?
  $altCodeBlock = controller.alternative(controller.getCurrentOuterMostAlt(), outerMost);
  $altCodeBlock.ops = $ops = elems;
  controller.setCurrentBlock($altCodeBlock);
  }
  ^( ALT elementOptions? ( element {if ($element.omos!=null) elems.addAll($element.omos);} )+ )

 | ^(ALT elementOptions?
 EPSILON)
      {$altCodeBlock = controller.epsilon(controller.getCurrentOuterMostAlt(), outerMost);}
  ;

element returns [List<? extends SrcOp> omos]
 : labeledElement     {$omos = $labeledElement.omos;}
 | atom[null,false]   {$omos = $atom.omos;}
 | subrule       {$omos = $subrule.omos;}
 |   ACTION       {$omos = controller.action((ActionAST)$ACTION);}
 |   SEMPRED       {$omos = controller.sempred((ActionAST)$SEMPRED);}
```

```
 | ^(ACTION elementOptions)  {$omos = controller.action((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions)  {$omos = controller.sempred((ActionAST)$SEMPRED);}
 ;

labeledElement returns [List<? extends SrcOp> omos]
 : ^(ASSIGN ID atom[$ID,false] )   {$omos = $atom.omos;}
 | ^(PLUS_ASSIGN ID atom[$ID,false])  {$omos = $atom.omos;}
 | ^(ASSIGN ID block[$ID,null] )   {$omos = $block.omos;}
 | ^(PLUS_ASSIGN ID block[$ID,null])  {$omos = $block.omos;}
 ;

subrule returns [List<? extends SrcOp> omos]
 : ^(OPTIONAL b=block[null,$OPTIONAL])
  {
  $omos = $block.omos;
  }
 | ( ^(op=CLOSURE
 b=block[null,null])
  | ^(op=POSITIVE_CLOSURE b=block[null,null])
  )
  {
  List<CodeBlockForAlt> alts = new ArrayList<CodeBlockForAlt>();
  SrcOp blk = $b.omos.get(0);
  CodeBlockForAlt alt = new CodeBlockForAlt(controller.delegate);
  alt.addOp(blk);
  alts.add(alt);
  SrcOp loop = controller.getEBNFBlock($op, alts); // "star it"
      hasLookaheadBlock |= loop instanceof PlusBlock || loop instanceof StarBlock;
      $omos = DefaultOutputModelFactory.list(loop);
  }
 |  block[null, null]     {$omos = $block.omos;}
   ;

blockSet[GrammarAST label, boolean invert] returns [List<SrcOp> omos]
   : ^(SET atom[label,invert]+) {$omos = controller.set($SET, $label, invert);}
   ;

/*
setElement
 : STRING_LITERAL
 | TOKEN_REF
 | ^(RANGE STRING_LITERAL STRING_LITERAL)
 ;
*/

// TODO: combine ROOT/BANG into one then just make new op ref'ing return value of atom/terminal...
// TODO: same for NOT
atom[GrammarAST label, boolean invert] returns [List<SrcOp> omos]
```

```
 : ^(NOT
 a=atom[$label, true])  {$omos = $a.omos;}
 | range[label]       {$omos = $range.omos;}
 | ^(DOT ID terminal[$label])
 | ^(DOT ID ruleref[$label])
   | ^(WILDCARD .)       {$omos = controller.wildcard($WILDCARD, $label);}
   | WILDCARD        {$omos = controller.wildcard($WILDCARD, $label);}
   |   terminal[label]     {$omos = $terminal.omos;}
   |   ruleref[label]     {$omos = $ruleref.omos;}
 | blockSet[$label, invert]  {$omos = $blockSet.omos;}
 ;

ruleref[GrammarAST label] returns [List<SrcOp> omos]
   : ^(RULE_REF ARG_ACTION? elementOptions?)  {$omos = controller.ruleRef($RULE_REF, $label,
$ARG_ACTION);}
   ;

range[GrammarAST label] returns [List<SrcOp> omos]
   : ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
   ;

terminal[GrammarAST label] returns [List<SrcOp> omos]
   :  ^(STRING_LITERAL .)   {$omos = controller.stringRef($STRING_LITERAL, $label);}
   | STRING_LITERAL    {$omos = controller.stringRef($STRING_LITERAL, $label);}
   | ^(TOKEN_REF ARG_ACTION .) {$omos =
 controller.tokenRef($TOKEN_REF, $label, $ARG_ACTION);}
   | ^(TOKEN_REF .)    {$omos = controller.tokenRef($TOKEN_REF, $label, null);}
   | TOKEN_REF     {$omos = controller.tokenRef($TOKEN_REF, $label, null);}
   ;

elementOptions
   : ^(ELEMENT_OPTIONS elementOption+)
   ;

elementOption
   : ID
   |   ^(ASSIGN ID ID)
   |   ^(ASSIGN ID STRING_LITERAL)
   |   ^(ASSIGN ID ACTION)
   |   ^(ASSIGN ID INT)
   ;

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/SourceGenTriggers.g
No license file was found, but licenses were detected in source scan.

/*
* [The "BSD license"]
```

```
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

javaTypeInitMap ::= [
 "int":"0",
 "long":"0",
 "float":"0.0f",
 "double":"0.0",
 "boolean":"false",
 "byte":"0",
 "short":"0",
 "char":"0",
 default:"null" // anything other than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
```

```
<endif>
<namedActions.header>
import org.antlr.v4.runtime.atn.*;
import org.antlr.v4.runtime.dfa.DFA;
import org.antlr.v4.runtime.*;
import org.antlr.v4.runtime.misc.*;
import org.antlr.v4.runtime.tree.*;
import java.util.List;
import java.util.Iterator;
import java.util.ArrayList;

<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.ParseTreeListener;

/**
* This interface defines a complete listener for a parse tree produced by
* {@link <file.parserName>}.
*/
public interface <file.grammarName>Listener extends ParseTreeListener {
 <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
* Enter a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
 * Enter a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
*/
void enter<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);
/**
<if(file.listenerLabelRuleNames.(lname))>
* Exit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
* Exit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
*/
void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);}; separator="\n">
```

```
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>

import org.antlr.v4.runtime.ParserRuleContext;
import org.antlr.v4.runtime.tree.ErrorNode;
import org.antlr.v4.runtime.tree.TerminalNode;

/**
* This class provides an empty implementation of {@link <file.grammarName>Listener},
 * which can be extended to create a listener which only needs to handle a subset
* of the available methods.
*/
@SuppressWarnings("CheckReturnValue")
public class <file.grammarName>BaseListener implements <file.grammarName>Listener {
 <file.listenerNames:{lname |
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void enter<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \}
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \}};
separator="\n">

 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void enterEveryRule(ParserRuleContext ctx) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void exitEveryRule(ParserRuleContext ctx) { }
```

```
 /**
  *
 {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void visitTerminal(TerminalNode node) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void visitErrorNode(ErrorNode node) { }
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.ParseTreeVisitor;

/**
* This interface defines a complete generic visitor for a parse tree produced
* by {@link <file.parserName>}.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
public interface <file.grammarName>Visitor\<T> extends ParseTreeVisitor\<T> {
 <file.visitorNames:{lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.visitorLabelRuleNames.(lname)>\}.
<else>
 * Visit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
* @return the visitor result
*/
T visit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);}; separator="\n">
}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
```

```
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.AbstractParseTreeVisitor;

/**
* This class provides an empty implementation of {@link <file.grammarName>Visitor},
* which can be extended to create a visitor which only needs to handle a subset
* of the available methods.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
@SuppressWarnings("CheckReturnValue")
public class <file.grammarName>BaseVisitor\<T> extends AbstractParseTreeVisitor\<T> implements
<file.grammarName>Visitor\<T>
 {
 <file.visitorNames:{lname |
/**
* {@inheritDoc\}
*
* \<p>The default implementation returns the result of calling
* {@link #visitChildren\} on {@code ctx\}.\</p>
*/
@Override public T visit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { return
visitChildren(ctx); \}}; separator="\n">
}
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast", "CheckReturnValue"})
public class <parser.name> extends <superClass; null="Parser"> {
 static { RuntimeMetaData.checkVersion("<file.ANTLRVersion>", RuntimeMetaData.VERSION); }

 protected static final DFA[] _decisionToDFA;
 protected static final PredictionContextCache _sharedContextCache =
  new PredictionContextCache();
 <if(parser.tokens)>
```

```
 public
 static final int
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
 <if(parser.rules)>
 public static final int
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
 <endif>
 private static String[] makeRuleNames() {
  return new String[] {
   <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
  };
 }
 public static final String[] ruleNames = makeRuleNames();

 <vocabulary(parser.literalNames, parser.symbolicNames)>

 @Override
 public String getGrammarFileName() { return "<parser.grammarFileName>"; }

 @Override
 public String[] getRuleNames() { return ruleNames; }

 @Override
 public String getSerializedATN() { return _serializedATN; }

 @Override
 public ATN getATN() { return _ATN; }

 <namedActions.members>
 <parser:(ctor)()>
 <funcs; separator="\n">

<if(sempredFuncs)>
 public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
  switch (ruleIndex) {
   <parser.sempredFuncs.values:{f|
case
 <f.ruleIndex>:
 return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
  }
  return true;
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>
}
```

```
>>

vocabulary(literalNames, symbolicNames) ::= <<
private static String[] makeLiteralNames() {
 return new String[] {
  <literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
 };
}
private static final String[] _LITERAL_NAMES = makeLiteralNames();
private static String[] makeSymbolicNames() {
 return new String[] {
  <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
 };
}
private static final String[] _SYMBOLIC_NAMES = makeSymbolicNames();
public static final Vocabulary VOCABULARY = new VocabularyImpl(_LITERAL_NAMES,
_SYMBOLIC_NAMES);

/**
* @deprecated Use {@link #VOCABULARY} instead.
*/
@Deprecated
public static final String[] tokenNames;
static {
 tokenNames = new String[_SYMBOLIC_NAMES.length];
 for (int i = 0; i \< tokenNames.length; i++) {
  tokenNames[i]
 = VOCABULARY.getLiteralName(i);
  if (tokenNames[i] == null) {
   tokenNames[i] = VOCABULARY.getSymbolicName(i);
  }

  if (tokenNames[i] == null) {
   tokenNames[i] = "\<INVALID>";
  }
 }
}

@Override
@Deprecated
public String[] getTokenNames() {
 return tokenNames;
}

@Override

public Vocabulary getVocabulary() {
 return VOCABULARY;
```

```
}
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
@Override
public void action(RuleContext _localctx, int ruleIndex, int actionIndex) {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 <f.name>_action((<f.ctxType>)_localctx, actionIndex);
 break;}; separator="\n">
 }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
@Override
public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex>:
 return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
 }
 return
 true;
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
public <p.name>(TokenStream input) {
 super(input);
 _interp = new ParserATNSimulator(this,_ATN,_decisionToDFA,_sharedContextCache);
}
>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
 break;}; separator="\n">
```

```
 }
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private boolean <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
 switch (predIndex) {
 <actions:{index|
case <index>:
 return <actions.(index)>;}; separator="\n">
 }
 return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
 ::= <<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=","">) throws RecognitionException {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, getState()<currentRule.args:{a | ,
<a.escapedName>}>);
 enterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
 catch (RecognitionException re) {
  _localctx.exception = re;
  _errHandler.reportError(this, re);
  _errHandler.recover(this, re);
 }
 <endif>
```

```
 finally {
  <finallyAction>
  exitRule();
 }
 return _localctx;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble)
 ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=", ">) throws RecognitionException {
 return <currentRule.escapedName>(0<currentRule.args:{a | , <a.escapedName>}>);
}

private <currentRule.ctxType> <currentRule.escapedName>(int _p<args:{a | , <a>}>) throws RecognitionException
{
 ParserRuleContext _parentctx = _ctx;
 int _parentState = getState();
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | ,
<a.escapedName>}>);
 <currentRule.ctxType> _prevctx = _localctx;
 int _startState = <currentRule.startState>;
 enterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int
 _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  _errHandler.reportError(this, re);
  _errHandler.recover(this, re);
 }
 finally {
  <finallyAction>
```

```
 unrollRecursionContexts(_parentctx);
 }
 return _localctx;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
}
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
<preamble;
 separator="\n">
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n">
default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n">
default:
 break;
}
>>
```

```
LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 setState(<choice.loopBackStateNumber>);
 _errHandler.sync(this);
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration)
 ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
_errHandler.sync(this);
<preamble; separator="\n">
do {
 <alts; separator="\n">
 setState(<choice.stateNumber>); <! loopback/exit decision !>
 _errHandler.sync(this);
 <iteration>
} while ( <loopExpr> );
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
<preamble; separator="\n">
switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
<alts:{alt |
case <i>:
 <alt>
 break;}; separator="\n">
}
```

```
>>

OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
_alt
 = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER ) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one !>
 }
 setState(<choice.loopBackStateNumber>);
 _errHandler.sync(this);
 _alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
}
>>

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
_errHandler.sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
 }
 setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
 _errHandler.sync(this);
 _alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER );
>>
```

```
Sync(s)
 ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<\< <offsetShift(s.varName, bits.shift)>) &
<bits.calculated>L) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | <s.varName>==<t.name>}; separator=" || ">
%>

cases(tokens) ::= <<
<tokens:{t | case <t.name>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks)
 ::= <<
setState(<r.stateNumber>);
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif><r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprs
Chunks>);
>>

MatchToken(m) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>match(<m.escapedName>);
```

```
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{l | <labelref(l)> = }>_input.LT(1);<endif>
<capture>
if ( <if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>) ) {
 <if(m.labels)><m.labels:{l | <labelref(l)> = (Token)}><endif>_errHandler.recoverInline(this);
}
else {
 if ( _input.LA(1)==Token.EOF ) matchedEOF = true;
 _errHandler.reportMatch(this);
 consume();
}
>>

Wildcard(w) ::= <<
setState(<w.stateNumber>);
<if(w.labels)><w.labels:{l | <labelref(l)> =
 }><endif>matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
setState(<p.stateNumber>);
if (!(<chunks>)) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip();"
LexerMoreCommand()  ::= "more();"
```

```
LexerPopModeCommand() ::= "popMode();"

LexerTypeCommand(arg, grammar)      ::= "_type = <arg>;"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>;"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>;"
LexerPushModeCommand(arg, grammar)  ::= "pushMode(<arg>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.escapedName>"
LocalRef(a) ::= "_localctx.<a.escapedName>"
RetValueRef(a) ::= "_localctx.<a.escapedName>"
QRetValueRef(a)
 ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.escapedName>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>;"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getText():null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getType():0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getLine():0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getCharPositionInLine():0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getChannel():0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getTokenIndex():0)"
TokenPropertyRef_int(t)
 ::= "(<ctx(t)>.<t.label>!=null?Integer.valueOf(<ctx(t)>.<t.label>.getText()):0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.start):null)"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_text(r)  ::=
"(<ctx(r)>.<r.label>!=null?_input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.stop"
ThisRulePropertyRef_text(r)  ::= "_input.getText(_localctx.start, _input.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)   ::= "((<s.ruleName;
format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.escapedName>"
SetNonLocalAttr(s, rhsChunks)   ::=
```

```
 "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.escapedName>
 = <rhsChunks>;"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <t.escapedName>"
TokenTypeDecl(t) ::= "int <t.escapedName>;"
TokenListDecl(t) ::= "List\<Token> <t.escapedName> = new ArrayList\<Token>()"
RuleContextDecl(r) ::= "<r.ctxName> <r.escapedName>"
RuleContextListDecl(rdecl) ::= "List\<<rdecl.ctxName>> <rdecl.escapedName> = new
ArrayList\<<rdecl.ctxName>>()"

ContextTokenGetterDecl(t)      ::=
   "public TerminalNode <t.name>() { return getToken(<parser.name>.<t.name>, 0); }"
ContextTokenListGetterDecl(t)  ::=
   "public List\<TerminalNode> <t.name>() { return getTokens(<parser.name>.<t.name>); }"
ContextTokenListIndexedGetterDecl(t)  ::= <<
public TerminalNode <t.name>(int i) {
 return getToken(<parser.name>.<t.name>, i);
}
>>
ContextRuleGetterDecl(r)       ::= <<
public <r.ctxName> <r.escapedName>() {
 return getRuleContext(<r.ctxName>.class,0);
}
>>
ContextRuleListGetterDecl(r)   ::= <<
public
 List\<<r.ctxName>\> <r.escapedName>() {
 return getRuleContexts(<r.ctxName>.class);
}
>>
ContextRuleListIndexedGetterDecl(r)   ::= <<
public <r.ctxName> <r.escapedName>(int i) {
 return getRuleContext(<r.ctxName>.class,i);
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
```

```
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = _input.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = _input.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures)
 ::= <<
@SuppressWarnings("CheckReturnValue")
public static class <struct.escapedName> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=",
 "><endif> {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <if(ctorAttrs)>public <struct.escapedName>(ParserRuleContext parent, int invokingState) { super(parent,
invokingState); }<endif>
 public <struct.escapedName>(ParserRuleContext parent, int invokingState<ctorAttrs:{a | , <a>}>) {
  super(parent, invokingState);
  <struct.ctorAttrs:{a | this.<a.escapedName> = <a.escapedName>;}; separator="\n">
 }
 @Override public int getRuleIndex() { return RULE_<struct.derivedFromName>; }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 public <struct.escapedName>() { }
 public void copyFrom(<struct.escapedName> ctx) {
  super.copyFrom(ctx);
  <struct.attrs:{a | this.<a.escapedName> = ctx.<a.escapedName>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
@SuppressWarnings("CheckReturnValue")
public static class
 <struct.escapedName> extends <currentRule.name; format="cap">Context {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 public <struct.escapedName>(<currentRule.name; format="cap">Context ctx) { copyFrom(ctx); }
 <dispatchMethods; separator="\n">
}
>>

ListenerDispatchMethod(method) ::= <<
@Override
public void <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener listener) {
 if ( listener instanceof <parser.grammarName>Listener )
```

```
((<parser.grammarName>Listener)listener).<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

VisitorDispatchMethod(method) ::= <<
@Override
public \<T> T accept(ParseTreeVisitor\<? extends T> visitor) {
 if ( visitor instanceof <parser.grammarName>Visitor ) return ((<parser.grammarName>Visitor\<? extends
T>)visitor).visit<struct.derivedFromName; format="cap">(this);
 else return visitor.visitChildren(this);
}
>>

AttributeDecl(d) ::= "<d.type> <d.escapedName><if(d.initValue)>
 = <d.initValue><endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>((<x.ctx.name>)_localctx).<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "((<actionChunk.ctx.name>)_localctx)"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "precpred(_ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"
recRuleSetStopToken()                 ::= "_ctx.stop = _input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = new <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.add(_prevctx);
<else>
_localctx.<label> = _prevctx;
<endif>
<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new
 <ruleName; format="cap">Context(_parentctx, _parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel; format="cap">Context)_localctx).<label>.add(_prevctx);
<else>
((<currentAltLabel; format="cap">Context)_localctx).<label> = _prevctx;
```

```
<endif>
<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = new <ctxName>Context(_localctx);
_ctx = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( _parseListeners!=null ) triggerExitRuleEvent();
_prevctx = _localctx;
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
package <lexerFile.genPackage>;
<endif>
<namedActions.header>
import org.antlr.v4.runtime.Lexer;
import org.antlr.v4.runtime.CharStream;
import org.antlr.v4.runtime.Token;
import org.antlr.v4.runtime.TokenStream;
import org.antlr.v4.runtime.*;
import org.antlr.v4.runtime.atn.*;
import
 org.antlr.v4.runtime.dfa.DFA;
import org.antlr.v4.runtime.misc.*;

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast", "CheckReturnValue"})
public class <lexer.name> extends <superClass; null="Lexer"> {
 static { RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION); }

 protected static final DFA[] _decisionToDFA;
 protected static final PredictionContextCache _sharedContextCache =
  new PredictionContextCache();
 <if(lexer.tokens)>
 public static final int
  <lexer.tokens:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
```

```
<if(lexer.escapedChannels)>
public static final int
 <lexer.escapedChannels:{c | <c>=<lexer.escapedChannels.(c)>}; separator=", ", wrap, anchor>;
<endif>
<if(rest(lexer.escapedModeNames))>
public static final int
 <rest(lexer.escapedModeNames):{m | <m>=<i>}; separator=", ", wrap, anchor>;
<endif>
public static String[]
channelNames = {
 "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channelNames)>, <lexer.channelNames:{c| "<c>"};
separator=", ", wrap, anchor><endif>
};

public static String[] modeNames = {
 <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
};

private static String[] makeRuleNames() {
 return new String[] {
  <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
 };
}
public static final String[] ruleNames = makeRuleNames();

<vocabulary(lexer.literalNames, lexer.symbolicNames)>

<namedActions.members>

public <lexer.name>(CharStream input) {
 super(input);
 _interp = new LexerATNSimulator(this,_ATN,_decisionToDFA,_sharedContextCache);
}

@Override
public String getGrammarFileName() { return "<lexer.grammarFileName>"; }

@Override
public String[] getRuleNames() { return ruleNames; }

@Override
public String getSerializedATN() { return _serializedATN; }

@Override
public String[] getChannelNames() { return channelNames; }

@Override
public String[] getModeNames()
```

```
 { return modeNames; }

 @Override
 public ATN getATN() { return _ATN; }

 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 <atn>
}
>>

SerializedJavaATN(model) ::= <<
<if(rest(model.segments))>
<! requires segmented representation !>
<model.segments:{segment|private static final String _serializedATNSegment<i0> =
 "<segment; wrap={"+<\n><\t>"}>";}; separator="\n">
public static final String _serializedATN = Utils.join(
 new String[] {
  <model.segments:{segment | _serializedATNSegment<i0>}; separator=",\n">
 },
 ""
);
<else>
<! only one segment, can be inlined !>
public static final String _serializedATN =
 "<model.serialized; wrap={"+<\n><\t>"}>";
<endif>
public static final ATN _ATN =
 new ATNDeserializer().deserialize(_serializedATN.toCharArray());
static {
 _decisionToDFA = new DFA[_ATN.getNumberOfDecisions()];
 for (int i = 0; i \< _ATN.getNumberOfDecisions(); i++) {
  _decisionToDFA[i] = new DFA(_ATN.getDecisionState(i), i);
 }
<! org.antlr.v4.tool.DOTGenerator
 dot = new org.antlr.v4.tool.DOTGenerator(null);!>
<! System.out.println(dot.getDOT(_ATN.decisionToState.get(0), ruleNames, false));!>
<! System.out.println(dot.getDOT(_ATN.ruleToStartState[2], ruleNames, false));!>
}
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".java"
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/Java/Java.stg
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
*  Copyright (c) 2012-2016 Terence Parr
*  Copyright (c) 2012-2016 Sam Harwell
*  All rights reserved.
*
*  Redistribution and use in source and binary forms, with or without
*  modification, are permitted provided that the following conditions
*  are met:
*
*  1. Redistributions of source code must retain the above copyright
*     notice, this list of conditions and the following disclaimer.
*  2. Redistributions in binary form must reproduce the above copyright
*     notice, this list of conditions and the following disclaimer in the
*     documentation and/or other materials provided with the distribution.
*  3. The name of the author may not be used to endorse or promote products
*     derived from this software without specific prior written permission.
*
*  THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS" AND ANY EXPRESS OR
*  IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED
 TO, THE IMPLIED WARRANTIES
*  OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
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*  INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
*  NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
*  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** How to generate rules derived from left-recursive rules.
*  These rely on recRuleAltPredicate(),
*  recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
*  templates in main language.stg
*/
group LeftRecursiveRules;

recRule(ruleName, argName, primaryAlts, opAlts, setResultAction,
      userRetvals, leftRecursiveRuleRefLabels) ::=
<<
<ruleName><if(userRetvals)>
```

```
 returns [<userRetvals>]<endif>
  :  ( {} <primaryAlts:{alt | <alt.altText> }; separator="\n       | ">
     )
     (
       <opAlts; separator="\n       | ">
     )*
  ;
>>

recRuleAlt(alt, precOption, opPrec, pred) ::= <<
{<pred>}?\<<precOption>=<opPrec>\> <alt.altText>
>>
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/LeftRecursiveRules.stg
No license file was found, but licenses were detected in source scan.

```
/*
* Copyright 20162022 The ANTLR Project. All rights reserved.
* Licensed under the BSD-3-Clause license. See LICENSE file in the project root for license information.
*/
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/TypeScriptTarget.java
No license file was found, but licenses were detected in source scan.

```
/*
[The "BSD license"]
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Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions
are met:
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2. Redistributions in binary form must reproduce the above copyright
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   documentation and/or other materials provided with the distribution.
3. The name of the author may not be used to endorse or promote products
   derived from this software without specific prior written permission.
THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR
IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES
OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
 IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
```

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ATNBuilder.java
No license file was found, but licenses were detected in source scan.

/*
* Copyright (c) 2012-2017 The ANTLR Project. All rights reserved.
* Use of this file is governed by the BSD 3-clause license that
* can be found in the LICENSE.txt file in the project root.
*/

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/SemanticPipeline.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextRuleGetterDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/RuleCollector.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/StarBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/analysis/LeftRecursiveRuleTransformer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextTokenGetterDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/TestRig.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/MatchNotSet.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/GrammarASTAdaptor.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/RuleElementAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/analysis/LeftRecursionDetector.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/DartTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/TreePostScriptGenerator.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/ActionSniffer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/GrammarSyntaxMessage.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/AttributeDict.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/SystemFontMetrics.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/DefaultOutputModelFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LeftRecursiveRuleFunction.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_stop.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Loop.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Lexer.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/TreeLayoutAdaptor.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/ATNPrinter.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/TailEpsilonRemover.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/AddToLabelList.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/AttributeDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/TokenListDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/OutputModelWalker.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/CodeGeneratorExtension.java

* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/CSharpTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/ActionAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Wildcard.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/UseDefAnalyzer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/Grammar.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/BasicFontMetrics.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ListenerDispatchMethod.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/GrammarRootAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/SetAttr.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/analysis/AnalysisPipeline.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/GrammarTransformPipeline.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/TreeViewer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/GrammarASTWithOptions.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/OptionalBlockAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/Python3Target.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/OutputFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/CodeBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/GoTarget.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/SymbolCollector.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ThrowNoViableAlt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/Attribute.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/OptionalBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/CodeGenerator.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/BlankActionSplitterListener.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/TokenTypeDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ThisRulePropertyRef_stop.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ParserFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ANTLRMessage.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_pos.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LexerFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/ATNVisitor.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ActionText.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/PostScriptDocument.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/JFileChooserConfirmOverwrite.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/OrderedHashMap.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/SetAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/DOTGenerator.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/CodeGenPipeline.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/unicode/UnicodeDataTemplateController.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/EscapeSequenceParsing.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ThrowEarlyExitException.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/Rule.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/BuildDependencyGenerator.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextTokenListIndexedGetterDecl.java
*

/antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ErrorType.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/GrammarASTVisitor.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/DispatchMethod.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/CodeBlockForAlt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Sync.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/VisitorDispatchMethod.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/Decl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/LexerFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/CaptureNextToken.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/JavaTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/MutableInt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/LexerATNFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ElementListDecl.java
*
/antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ActionChunk.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/analysis/LeftRecursiveRuleAltInfo.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/InvokeRule.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/PHPTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/SetNonLocalAttr.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ToolANTLRParser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ListenerFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/Trees.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/PredAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/BlockAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_parser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextRuleListIndexedGetterDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/SrcOp.java
*
/antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/JavaScriptTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/BasicSemanticChecks.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/GrammarSemanticsMessage.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Recognizer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/MatchToken.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/SemPred.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/AttributeResolver.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/NotAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/LexerGrammar.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/v4ParserException.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/PlusBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ActionSplitterListener.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextRuleListGetterDecl.java
*
/antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/Graph.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RetValueRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/RuleElement.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/SwiftTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1OptionalBlockSingleAlt.java

* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ArgAction.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ActionTemplate.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/RuleRefAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_ctx.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/NonLocalAttrRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ExceptionClause.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/SymbolChecks.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ThisRulePropertyRef_ctx.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/BaseVisitorFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_type.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/CppTarget.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ThrowRecognitionException.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ANTLRToolListener.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/StarBlockAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/CaptureNextTokenType.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ThisRulePropertyRef_parser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/DefaultToolListener.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/RuleContextListDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1Loop.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_index.java
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 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/LabelRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/CharSupport.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/RuleAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/Target.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ThisRulePropertyRef_text.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/LocalRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ScopeParser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextGetterDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/BaseListenerFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/OutputModelObject.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/LeftRecursiveRule.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ThisRulePropertyRef_start.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/GrammarInterpreterRuleContext.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/TokenDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/UnicodeEscapes.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_channel.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ErrorSeverity.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ToolMessage.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ResyncToEndOfRuleBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/OutputModelFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/Tool.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/target/Python2Target.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/LabelType.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/QuantifierAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/StructDecl.java

* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/GrammarASTErrorNode.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/TokenVocabParser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1AltBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/PlusBlockAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/AltAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_line.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/TerminalAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/ParserATNFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/RangeAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/QRetValueRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/ParserFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/VisitorFile.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Choice.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/analysis/LeftRecursiveRuleAnalyzer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1OptionalBlock.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/MatchSet.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_text.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/ContextTokenListGetterDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/RuleContextDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/GrammarParserInterpreter.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ListLabelRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/ActionTranslator.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/CodeBlockForOuterMostAlt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/RuleActionFunction.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/ATNOptimizer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Action.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/Utils.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ErrorManager.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/RuleSempredFunction.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/RuleFunction.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/ast/GrammarAST.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ModelElement.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1PlusBlockSingleAlt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/AltBlock.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/dbg.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1StarBlockSingleAlt.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/SerializedATN.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/semantics/AttributeChecks.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/TestSetInline.java
*
 /antlr4-4-13-0-sources-1-jar/org/antlr/v4/misc/FrequencySet.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ToolANTLRLexer.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef_int.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/ElementFrequenciesVisitor.java

* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/Alternative.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/ArgRef.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/Parser.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/LabelElementPair.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/BlankOutputModelFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LL1Choice.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/LeftRecursionCyclesMessage.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/automata/ATNFactory.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/TreeTextProvider.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/LabeledOp.java
*
/antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_start.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_text.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/GrammarToken.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/model/decl/AltLabelStructDecl.java
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/codegen/OutputModelController.java
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*/

```
tree grammar BlockSetTransformer;
options {
 language     = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
 output   = AST;
 filter   = true;
}

@header {
package org.antlr.v4.parse;
import org.antlr.v4.misc.Utils;
import org.antlr.v4.misc.*;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import java.util.List;
import java.util.Set;
import
 java.util.HashSet;
import java.util.ArrayList;
import org.antlr.v4.runtime.misc.IntervalSet;
}

@members {
public String currentRuleName;
public GrammarAST currentAlt;
public Grammar g;
public BlockSetTransformer(TreeNodeStream input, Grammar g) {
  this(input, new RecognizerSharedState());
  this.g = g;
}
}

topdown
  : ^(RULE (id=TOKEN_REF|id=RULE_REF) {currentRuleName=$id.text;} .+)
  | setAlt
  | ebnfBlockSet
  | blockSet
 ;

setAlt
 : {inContext("RULE BLOCK")}?
  ALT {currentAlt = $start;}
 ;

// (BLOCK (ALT (+ (BLOCK (ALT INT) (ALT ID)))))
ebnfBlockSet
```

```
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : ^(ebnfSuffix blockSet) -> ^(ebnfSuffix ^(BLOCK<BlockAST> ^(ALT<AltAST> blockSet)))
 ;

ebnfSuffix
@after {$tree = (GrammarAST)adaptor.dupNode($start);}
 : OPTIONAL
  | CLOSURE
   | POSITIVE_CLOSURE
 ;

blockSet
@init {
boolean inLexer = Grammar.isTokenName(currentRuleName);
}
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : {inContext("RULE")}?
 // top-level: rule block and > 1 alt
  ^(BLOCK ^(alt=ALT elementOptions? {((AltAST)$alt).altLabel==null}? setElement[inLexer]) ( ^(ALT
elementOptions? setElement[inLexer]) )+)
  -> ^(BLOCK<BlockAST>[$BLOCK.token] ^(ALT<AltAST>[$BLOCK.token,"ALT"] ^(SET[$BLOCK.token,
"SET"] setElement+)))
 | {!inContext("RULE")}? // if not rule block and > 1 alt
  ^(BLOCK ^(ALT elementOptions? setElement[inLexer]) ( ^(ALT elementOptions? setElement[inLexer]) )+)
  -> ^(SET[$BLOCK.token, "SET"] setElement+)
 ;

setElement[boolean inLexer]
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : ( ^(a=STRING_LITERAL elementOptions) {!inLexer ||
CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1}?
  |   a=STRING_LITERAL {!inLexer || CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1}?
  | {!inLexer}?=> ^(TOKEN_REF elementOptions)
  | {!inLexer}?=>   TOKEN_REF
  | {inLexer}?=>  ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
   {CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1
 &&
    CharSupport.getCharValueFromGrammarCharLiteral($b.getText())!=-1}?
  )
 ;

elementOptions
```

```
 : ^(ELEMENT_OPTIONS elementOption*)
 ;

elementOption
 : ID
 | ^(ASSIGN id=ID v=ID)
 | ^(ASSIGN ID v=STRING_LITERAL)
 | ^(ASSIGN ID v=ACTION)
 | ^(ASSIGN ID v=INT)
 ;
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/BlockSetTransformer.g
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```
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```

```
 */
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/gui/GraphicsSupport.java
No license file was found, but licenses were detected in source scan.

```
/*
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*/

atn(startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
digraph ATN {
rankdir=LR;
<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

dfa(name, startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
digraph <name>  {
```

```
<if(rankdir)>rankdir=<rankdir>;<endif>
<decisionRanks; separator="\n">
<states; separator="\n">
<edges;
 separator="\n">
}
>>

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states:{s | s<s>}; separator="; ">}
>>

edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

epsilon-edge(src,label,target,arrowhead,transitionIndex,loopback=false) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontname="Times-Italic",
label="&epsilon;"<if(loopback)>, style="dashed"<endif>];
>>

state(state, label, name, transitions) ::= <%
<name>[fontsize=11,
  label="
     <! rest(transition) tests for decision states: these nodes have a non-empty
 set of transitions after the first one. !>
     <if(rest(transitions))>
        {
        <! Label on the left side of the record node. !>
        <label>
        |
        <! Named ports in order on right side of record node, no display text. !>
        {<transitions:{t|\<p<i0>>}; separator="|">}}
     <else>
        <label>
     <endif>
     "
  <if(rest(transitions))>
     , shape=record, fixedsize=false
  <else>
     , shape=circle, fixedsize=true, width=.55
  <endif>
```

, peripheries=1];
%>

stopstate(name,label,actionIndex,useBox) ::= <<
<name>[fontsize=11, label="<label><if(actionIndex)>,\naction:<actionIndex><endif>",
<if(useBox)>shape=polygon,sides=4,peripheries=2,fixedsize=false<else>shape=doublecircle, fixedsize=true,
width=.6<endif>];
>>

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/dot/graphs.stg
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*/

/** ANTLR tool checks output templates are compatible with tool code generation.
* For now, a simple string match used on x.y of x.y.z scheme.
* Must match Tool.VERSION during load to templates.

```
*
*  REQUIRED.
*/

pythonTypeInitMap ::= [
 "bool":"False",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"None" // anything other
 than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
# encoding: utf-8
from __future__ import print_function
from antlr4 import *
from io import StringIO
import sys

<namedActions.header>
<parser>

>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
<header>

# This class defines a complete listener for a parse tree produced by <file.parserName>.
class <file.grammarName>Listener(ParseTreeListener):

   <file.listenerNames:{lname |
# Enter a parse tree produced by <file.parserName>#<lname>.
def enter<lname; format="cap">(self, ctx):
   pass

# Exit a parse tree produced by <file.parserName>#<lname>.
def exit<lname; format="cap">(self, ctx):
   pass

}; separator="\n">

>>
```

```
VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
from antlr4 import *
<header>

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

class <file.grammarName>Visitor(ParseTreeVisitor):

   <file.visitorNames:{lname |
# Visit a parse tree produced by <file.parserName>#<lname>.
def visit<lname; format="cap">(self, ctx):
   return self.visitChildren(ctx)

}; separator="\n">

>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
# Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
   from .<superClass> import <superClass>
else:
   from <superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

   grammarFileName = "<parser.grammarFileName>"

   atn = ATNDeserializer().deserialize(serializedATN())

    decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]
```

```
  sharedContextCache = PredictionContextCache()

  literalNames = [ <parser.literalNames:{t | u<t>}; null="u\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  symbolicNames = [ <parser.symbolicNames:{t | u<t>}; null="u\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  <if(parser.rules)>
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>
  <endif>

  ruleNames =  [ <parser.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

  EOF = <TokenLabelType()>.EOF
  <if(parser.tokens)>
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

  <parser:(ctor)()>

  <namedActions.members>

  <funcs; separator="\n">


<if(sempredFuncs)>
  def sempred(self, localctx, ruleIndex, predIndex):
      if self._predicates == None:
          self._predicates = dict()
<parser.sempredFuncs.values:{f
|
      self._predicates[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n        ">
      pred = self._predicates.get(ruleIndex, None)
      if pred is None:
          raise Exception("No predicate with index:" + str(ruleIndex))
      else:
          return pred(localctx, predIndex)

  <sempredFuncs.values; separator="\n">
<endif>



>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
def action(self, localctx, ruleIndex, actionIndex):
  if self._actions is None:
```

```
        actions = dict()
<recog.actionFuncs.values:{f|
        actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
        self._actions = actions
    action = self._actions.get(ruleIndex, None)
    if action is not None:
        action(localctx, actionIndex)
    else:
        raise Exception("No registered action for:" + str(ruleIndex))

<actionFuncs.values; separator="\n">

<endif>
<if(sempredFuncs)>
def sempred(self, localctx, ruleIndex, predIndex):
     if self._predicates is None:
        preds = dict()
<recog.sempredFuncs.values:{f|
        preds[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n">
        self._predicates = preds
    pred = self._predicates.get(ruleIndex, None)
    if pred is not None:
        return pred(localctx, predIndex)
    else:
        raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
def __init__(self, input, output=sys.stdout):
    super(<parser.name>, self).__init__(input, output=output)
    self.checkVersion("<file.ANTLRVersion>")
    self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
    self._predicates = None

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

def <r.name>_action(self, localctx , actionIndex):
<actions:{index|
<if(first(actions))>
```

```
    if actionIndex == <index>:
        <actions.(index)>
<elseif(rest(actions))>
    elif actionIndex == <index>:
        <actions.(index)>
<endif> }; separator="\n">
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
def <r.name>_sempred(self, localctx, predIndex):
    <actions:{index|
<if(first(actions))>
    if predIndex == <index>:
        return <actions.(index)>
<elseif(rest(actions))>
    elif predIndex == <index>:
        return <actions.(index)>
<endif> }; separator="\n">

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.escapedName>(self<currentRule.args:{a | , <a.escapedName>}>):

    localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a
| , <a.escapedName>}>)
    self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
    <namedActions.init>
    <locals; separator="\n">
    try:
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    <if(exceptions)>
    <exceptions; separator="\n">
    <else>
    except RecognitionException as re:
        localctx.exception = re
        self._errHandler.reportError(self, re)
```

```
      self._errHandler.recover(self, re)
  <endif>
  finally:
      <finallyAction>
      self.exitRule()
  return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.escapedName>(self, _p=0<if(currentRule.args)>, <args:{a | , <a>}><endif>):
  _parentctx = self._ctx
  _parentState = self.state
  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{a
| , <a.escapedName>}>)
  _prevctx = localctx
  _startState = <currentRule.startState>
  self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>, _p)
  <namedActions.init>
  <locals; separator="\n">
  try:
      <code>
      <postamble; separator="\n">
      <namedActions.after>
  except RecognitionException as re:
      localctx.exception = re
      self._errHandler.reportError(self, re)
      self._errHandler.recover(self, re)
  finally:
      <finallyAction>
      self.unrollRecursionContexts(_parentctx)
  return localctx

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(self, localctx)<endif>
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>
```

```
CodeBlockForAlt(currentAltCodeBlock,
 locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
  <alt>
  pass}; separator="\nel">
else:
  <error>

>>

LL1OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
  <alt>
  pass}; separator="\nel">
else:
  pass
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
if <expr>:
  <alts; separator="\n">

<!else if ( !(<followExpr>) ) <error>!>
>>


LL1StarBlockSingleAlt(choice,
 loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
```

```
while <loopExpr>:
  <alts; separator="\n">
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  <iteration>

>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
<preamble; separator="\n">
while True:
  <alts; separator="\n">
  self.state = <choice.stateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  <iteration>
  if not (<loopExpr>):
     break

>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ ==
 <i>:
  <alt>
  pass
}; separator="\nel">

>>

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">
```

```
>>

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  if _alt==1<if(!choice.ast.greedy)>+1<endif>:
     <iteration>
     <alts> <! should only be one !>
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

PlusBlock(choice, alts, error) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while
 _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">
  else:
     <error>
  self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>
```

```
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 \<\< <offsetShiftVar(s.varName,
 bits.shift)>) & <bits.calculated>) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | <s.varName>==<t.type>}; separator=" or ">
%>

cases(tokens) ::= <<
if token in [<tokens:{t | <t.type>}; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>self.<r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argE
xprsChunks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m,
 expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
```

```
<if(m.labels)><m.labels:{l |     <labelref(l)> = }><else>    <endif>self._errHandler.recoverInline(self)
else:
  self._errHandler.reportMatch(self)
  self.consume()
>>

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>self.matchWildcard()
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
self.state = <p.stateNumber>
if not <chunks>:
  from antlr4.error.Errors import FailedPredicateException
  raise FailedPredicateException(self, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
<p.msg><endif>)
>>

ExceptionClause(e, catchArg, catchAction)
 ::= <<
except <catchArg>:
  <catchAction>
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg, grammar)      ::= "_type = <arg>"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>"
LexerPushModeCommand(arg, grammar)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.escapedName>"
LocalRef(a) ::= "localctx.<a.escapedName>"
RetValueRef(a) ::= "localctx.<a.escapedName>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
```

```
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.escapedName>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType()
 ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)  ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::= "(None if <ctx(r)>.<r.label> is
 None else self._input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)  ::= "self._input.getText(localctx.start, self._input.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)  ::= "self"

NonLocalAttrRef(s)     ::= "self.getInvokingContext(<s.ruleIndex>).<s.escapedName>"
SetNonLocalAttr(s, rhsChunks)  ::= "self.getInvokingContext(<s.ruleIndex>).<s.escapedName> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.escapedName> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.escapedName> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.escapedName> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.escapedName> = None # <r.ctxName>"
RuleContextListDecl(rdecl)
 ::= "self.<rdecl.escapedName> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t)      ::= <<
def <t.escapedName>(self):
  return self.getToken(<parser.name>.<t.name>, 0)
>>
```

```
// should never be called
ContextTokenListGetterDecl(t)  ::= <<
def <t.name>_list(self):
  return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
def <t.escapedName>(self, i=None):
  if i is None:
     return self.getTokens(<parser.name>.<t.name>)
  else:
     return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r)       ::= <<
def <r.escapedName>(self):
  return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)

>>

// should never be called
ContextRuleListGetterDecl(r)   ::= <<
def <r.name>_list(self):
  return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r)   ::= <<
def <r.escapedName>(self, i=None):
  if i is None:
     return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
   else:
     return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
*  r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"
```

```
CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures) ::= <<
class <struct.escapedName>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):

  def __init__(self, parser, parent=None, invokingState=-1<struct.ctorAttrs:{a | , <a.escapedName>=None}>):
     super(<parser.name>.<struct.name>, self).__init__(parent, invokingState)

 self.parser = parser
     <attrs:{a | <a>}; separator="\n">
     <struct.ctorAttrs:{a | self.<a.escapedName> = <a.escapedName>}; separator="\n">

  <getters:{g | <g>}; separator="\n\n">

  def getRuleIndex(self):
     return <parser.name>.RULE_<struct.derivedFromName>

<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
  def copyFrom(self, ctx):
     super(<parser.name>.<struct.name>, self).copyFrom(ctx)
     <struct.attrs:{a | self.<a.escapedName> = ctx.<a.escapedName>}; separator="\n">

<endif>
  <dispatchMethods; separator="\n">
  <extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.escapedName>(<currentRule.name; format="cap">Context):

  def __init__(self, parser, ctx): # actually a <parser.name>.<currentRule.name; format="cap">Context)
     super(<parser.name>.<struct.name>, self).__init__(parser)
     <attrs:{a | <a>}; separator="\n">
     self.copyFrom(ctx)

   <getters:{g | <g>}; separator="\n">

  <dispatchMethods; separator="\n">

>>

ListenerDispatchMethod(method) ::= <<
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener):
  if hasattr(listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">"):
     listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)
```

```
>>

VisitorDispatchMethod(method) ::= <<
def accept(self, visitor):
  if hasattr(visitor, "visit<struct.derivedFromName; format="cap">"):
     return visitor.visit<struct.derivedFromName; format="cap">(self)
  else:
     return visitor.visitChildren(self)

>>

AttributeDecl(d) ::= "self.<d.escapedName> = <if(d.initValue)><d.initValue><else>None<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk)
 ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "self.precpred(self._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                ::= "self._ctx.stop = self._input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
localctx = <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState,
```

```
 self.RULE_<ruleName>)
>>


recRuleReplaceContext(ctxName) ::= <<
localctx = <parser.name>.<ctxName>Context(self, localctx)
self._ctx = localctx
_prevctx = localctx
>>

recRuleSetPrevCtx() ::= <<
if self._parseListeners is not None:
   self.triggerExitRuleEvent()
_prevctx = localctx
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
# encoding: utf-8
from __future__ import print_function
from antlr4 import *
from io import StringIO
import sys

<namedActions.header>

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
   from .<superClass> import <superClass>
else:
   from <superClass> import <superClass>

<endif>

<atn>

class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):

   atn = ATNDeserializer().deserialize(serializedATN())

   decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

<if(lexer.escapedChannels)>
```

```
    <lexer.escapedChannels:{c| <c> = <lexer.escapedChannels.(c)>}; separator="\n">

<endif>
<if(rest(lexer.escapedModeNames))>
  <rest(lexer.escapedModeNames):{m| <m> = <i>}; separator="\n">

<endif>
  <if(lexer.tokens)>
  <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

  channelNames = [ u"DEFAULT_TOKEN_CHANNEL", u"HIDDEN"<if (lexer.channelNames)>,
<lexer.channelNames:{c| u"<c>"}; separator=", ", wrap, anchor><endif> ]

  modeNames = [ <lexer.modes:{m| u"<m>"}; separator=", ", wrap, anchor> ]

  literalNames = [ u"\<INVALID>",
        <lexer.literalNames:{t | u<t>}; separator=", ", wrap, anchor> ]

  symbolicNames = [ u"\<INVALID>",
        <lexer.symbolicNames:{t | u<t>}; separator=", ", wrap, anchor> ]

  ruleNames = [ <lexer.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

  grammarFileName = u"<lexer.grammarFileName>"

  def __init__(self, input=None, output=sys.stdout):

  super(<lexer.name>, self).__init__(input, output=output)
     self.checkVersion("<lexerFile.ANTLRVersion>")
     self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
     self._actions = None
     self._predicates = None

  <namedActions.members>

  <dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model) ::= <<
def serializedATN():
  return [
     <model.serialized: {s | <s>}; separator=",", wrap>
  ]
>>

/** Using a type to init value map, try to init a type; if not in table
```

* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/Python2/Python2.stg
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*/

```
/** templates used to generate make-compatible dependencies */

/** Generate "f : x, y, z" dependencies for input
*  dependencies and generated files. in and out
*  are File objects.  For example, you can say
*  <f.canonicalPath>
*/
dependencies(grammarFileName,in,out) ::= <<
<if(in)><grammarFileName>: <in; separator=", "><endif>
<out:{f | <f> : <grammarFileName>};
 separator="\n">
>>
```

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*/
```

```
// File      : A3Lexer.g
// Author    : Jim Idle (jimi@temporal-wave.com)
// Copyright : Free BSD - See @header clause below
// Version   : First implemented as part of ANTLR 3.2 this is the self
//             hosting ANTLR 3 Lexer.
//
// Description
// -----------
// This is the definitive lexer grammar for parsing ANTLR V3.x.x grammars. All other
// grammars are
 derived from this grammar via source code control integration (perforce)
// or by the gdiff tool.
//
// This grammar and its associated grammars A3Parser.g and A3Walker.g exhibit the following
// traits, which are recommended for all production quality grammars:
//
// 1) They are separate grammars, not composite grammars;
// 2) They implement all supporting methods in a superclass (at least this is recommended
//    for language targets that support inheritance;
// 3) All errors are pushed as far down the parsing chain as possible, which means
//    that the lexer tries to defer error reporting to the parser, and the parser
//    tries to defer error reporting to a semantic phase consisting of a single
//    walk of the AST. The reason for this is that the error messages produced
//    from later phases of the parse will generally have better context and so
//    be more useful to the end user. Consider the message: "Syntax error at 'options'"
//    vs: "You cannot specify two options{}
 sections in a single grammar file".
// 4) The lexer is 'programmed' to catch common mistakes such as unterminated literals
//    and report them specifically and not just issue confusing lexer mismatch errors.
//

/** Read in an ANTLR grammar and build an AST.  Try not to do
*  any actions, just build the tree.
*
*  The phases are:
*
*  A3Lexer.g (this file)
*             A3Parser.g
*             A3Verify.g (derived from A3Walker.g)
*  assign.types.g
*  define.g
*  buildnfa.g
*  antlr.print.g (optional)
*  codegen.g
*
*  Terence Parr
*  University of San Francisco
*  2005
```

```
*  Jim Idle (this v3 grammar)
*  Temporal Wave LLC
*  2009
*/
lexer grammar ANTLRLexer;

// ============================================================================
// Note that while this grammar does not care about order of constructs
// that don't really matter, such as options before @header etc, it must first
// be parsed by the original v2 parser, before it replaces it. That parser
 does
// care about order of structures. Hence we are constrained by the v2 parser
// for at least the first bootstrap release that causes this parser to replace
// the v2 version.
// ============================================================================

// -------
// Options
//
// V3 option directives to tell the tool what we are asking of it for this
// grammar.
//
options {

 // Target language is Java, which is the default but being specific
 // here as this grammar is also meant as a good example grammar for
 // for users.
 //
 language      = Java;

 // The super class that this lexer should expect to inherit from, and
 // which contains any and all support routines for the lexer. This is
 // commented out in this baseline (definitive or normative grammar)
 // - see the ANTLR tool implementation for hints on how to use the super
 //   class
 //
 //superclass    = AbstractA3Lexer;
}

tokens { SEMPRED; TOKEN_REF; RULE_REF; LEXER_CHAR_SET; ARG_ACTION; }

// Include the copyright
 in this source and also the generated source
//
@lexer::header {
/*
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```

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*/
```
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.runtime.misc.Interval;
}


@members {
 public static final int COMMENTS_CHANNEL = 2;

   public CommonTokenStream tokens; // track stream we push to; need for context info
   public boolean isLexerRule = false;

 public void grammarError(ErrorType etype, org.antlr.runtime.Token token, Object... args) { }

 /** scan backwards from current point in this.tokens list
  *  looking for the start of the rule or
 subrule.
  *  Return token or null if for some reason we can't find the start.
  */
 public Token getRuleOrSubruleStartToken() {
  if (tokens == null) return null;
  int i = tokens.index();
  int n = tokens.size();
```

```
 if (i >= n) i = n - 1; // seems index == n as we lex
 boolean withinOptionsBlock = false;
 while (i >= 0 && i < n) {
  int ttype = tokens.get(i).getType();
  if (withinOptionsBlock) {
   // Ignore rule options content
   if (ttype == OPTIONS) {
    withinOptionsBlock = false;
   }
  }
  else {
   if (ttype == RBRACE) {
    withinOptionsBlock = true;
   }
   else if (ttype == LPAREN || ttype == TOKEN_REF || ttype == RULE_REF) {
    return tokens.get(i);
   }
  }
  i--;
 }
 return null;
}
}

// --------
// Comments
//
// ANTLR comments can be multi or single line and we don't care
// which particularly. However we also accept Javadoc style comments
// of the form: /** ... */ and we do take care to distinguish those
// from ordinary multi-line comments
//
 Note how we guide the lexical PATH because we want to issue a descriptive
// error message in case of a standalone '/' character, which makes no
// sense in ANTLR source code. We alo trap unterminated multi-line comments
//
fragment DOC_COMMENT : ;
COMMENT
@init {

 // Record the start line and offsets as if we need to report an
 // unterminated comment, then we want to show the start of the comment
 // we think is broken, not the end, where people will have to try and work
 // it out themselves.
 //
 int startLine = $line;
 int offset    = getCharPositionInLine();
}
```

```
: // Eat the first character only, then see if we have a comment
  // or something silly.
  //
  '/'  // Comment introducer

  (
     // Single line comment, possibly with embedded src/line directives
     // in a similar style to the C pre-processor, allowing generated
     // code to refer the programmer back to the original source code
     // in case of error.
     //

    '/'
       (
          (' $ANTLR')=> ' $ANTLR' SRC
        | ~NLCHARS*
       )

    | // Multi-line comment, which may be a documentation comment
      // if it starts /** (note that we protect against accidentally
      // recognizing a comment /**/ as a documentation comment
      //
      '*' (
           { input.LA(2) != '/'}?=> '*' { $type = DOC_COMMENT; }
         | { true }?=>  // Required to cover all alts with predicates
          )

          // Should we support embedded multiline comments here?
          //
          (
             // Pick out end of multiline comment and exit the loop
             // if we find it.
             //
             {    !(input.LA(1) == '*' && input.LA(2) == '/') }?

               // Anything else other than the non-greedy match of
               // the comment close sequence
               //
               .

         )*
       (
          // Look for the comment terminator, but if it is accidentally
          // unterminated, then we will hit EOF, which will trigger the
          // epsilon alt and hence we can issue an error message relative
          // to the start of the unterminated multi-line comment
          //
          '*/'
```

```
            | // Unterminated comment!
              //
              {
                // ErrorManager.msg(Msg.UNTERMINATED_DOC_COMMENT, startLine, offset, $pos, startLine,
offset, $pos, (Object)null);
              }
           )

        | // There was nothing that made sense following the opening '/' and so
          // we issue an error regarding the malformed comment
          //
          {
            // TODO: Insert error message relative to comment start
            //
          }
      )
      {
       // We do not wish to pass the comments in to the parser. If you are

       // writing a formatter then you will want to preserve the comments off
       // channel, but could just skip and save token space if not.
       //
       $channel=COMMENTS_CHANNEL;
      }
  ;

ARG_OR_CHARSET
options {k=1;}
  :   {isLexerRule}?=> LEXER_CHAR_SET {$type=LEXER_CHAR_SET;}
  |   {!isLexerRule}?=> ARG_ACTION
      {
      $type=ARG_ACTION;
      // Set the token text to our gathered string minus outer [ ]
      String t = $text;
      t = t.substring(1,t.length()-1);
      setText(t);
      }
  ;

fragment
LEXER_CHAR_SET
 : '['
  ( '\\' ~('\r'|'\n')
  | ~('\r'|'\n'|'\\'|']')
  )*
  ']'
 ;
```

```
// --------------
// Argument specs
//
// Certain argument lists, such as those specifying call parameters
// to a rule invocation, or input parameters to a rule specification
// are contained within square brackets. In the lexer we consume them
// all at once and sort them out later in the grammar analysis.
//
fragment
ARG_ACTION
 : '['
       (

         ARG_ACTION

        | ('"')=>ACTION_STRING_LITERAL

        | ('\'')=>ACTION_CHAR_LITERAL

        | ~('['|']')
      )*

      ']'
 ;

// -------
// Actions
//
// Other than making sure to distinguish between { and } embedded
// within what we have assumed to be literals in the action code, the
// job of the lexer is merely to gather the code within the action
// (delimited by {}) and pass it to the parser as a single token.
// We know that this token will be asked for its text somewhere
// in the upcoming parse, so setting the text here to exclude
// the delimiting {} is no additional overhead.
//
ACTION
 : NESTED_ACTION ( '?' {$type = SEMPRED;} )?
 ;

// ----------------
// Action structure
//
// Many language targets use {} as block delimiters and so we
// must recursively match {} delimited blocks to balance the
// braces. Additionally, we must make some assumptions about
// literal string representation in the target language. We assume
```

```
// that they are delimited
 by ' or " and so consume these
// in their own alts so as not to inadvertently match {}.
// This rule calls itself on matching a {
//
fragment
NESTED_ACTION
@init {

 // Record the start line and offsets as if we need to report an
 // unterminated block, then we want to show the start of the comment
 // we think is broken, not the end, where people will have to try and work
 // it out themselves.
 //
 int startLine = getLine();
 int offset    = getCharPositionInLine();
}

  : // Action and other blocks start with opening {
    //
  '{'
    (
    // And now we can match one of a number of embedded
    // elements within the action until we find a
    // } that balances the opening {. If we do not find
    // the balanced } then we will hit EOF and can issue
    // an error message about the brace that we believe to
    // be mismatched. This won't be foolproof but we will
    // be able to at least report an error against the
    // opening brace that we feel is in error
 and this will
    // guide the user to the correction as best we can.
    //


      // An embedded {} block
     //
     NESTED_ACTION

     | // What appears to be a literal
       //
       ACTION_CHAR_LITERAL

     | // We have assumed that the target language has C/Java
       // type comments.
       //
       COMMENT
```

```
      | // What appears to be a literal
        //
        ACTION_STRING_LITERAL

      | // What appears to be an escape sequence
        //
        ACTION_ESC

      | // Some other single character that is not
        // handled above
        //
        ~('\\'|''|'\''|'/'|'{'|'}')

      )*

  (
      // Correctly balanced closing brace
      //
      '}'

    | // Looks like have an imbalanced {} block, report
      // with respect to the opening brace.
      //
      {
         // TODO: Report imbalanced {}
         System.out.println("Block starting  at line " + startLine + " offset " + (offset+1) + " contains imbalanced {} or
is missing
 a }");
      }
  )
   ;


// Keywords
// --------
// Keywords may not be used as labels for rules or in any other context
// where they would be ambiguous with the keyword vs some other identifier
// OPTIONS, TOKENS, and CHANNELS must also consume the opening brace that captures
// their option block, as this is the easiest way to parse it separate
// to an ACTION block, despite it using the same {} delimiters.
//
OPTIONS      : 'options'  WSNLCHARS* '{'  ;
TOKENS_SPEC  : 'tokens'   WSNLCHARS* '{'  ;
CHANNELS     : 'channels' WSNLCHARS* '{'  ;

IMPORT       : 'import'               ;
FRAGMENT     : 'fragment'             ;
LEXER        : 'lexer'                ;
```

```
PARSER      : 'parser'              ;
GRAMMAR     : 'grammar'             ;
RETURNS     : 'returns'             ;
LOCALS      : 'locals'              ;
THROWS      : 'throws'              ;
CATCH       : 'catch'               ;
FINALLY     : 'finally'             ;
MODE        : 'mode'                ;

// -----------
//
 Punctuation
//
// Character sequences used as separators, delimiters, operators, etc
//
COLON       : ':'
            {
            // scan backwards, looking for a RULE_REF or TOKEN_REF.
            // which would indicate the start of a rule definition.
            // If we see a LPAREN, then it's the start of the subrule.
            // this.tokens is the token string we are pushing into, so
            // just loop backwards looking for a rule definition. Then
            // we set isLexerRule.
            Token t = getRuleOrSubruleStartToken();
            if ( t!=null ) {
                if ( t.getType()==RULE_REF ) isLexerRule = false;
                else if ( t.getType()==TOKEN_REF ) isLexerRule = true;
                // else must be subrule; don't alter context
            }
            }
          ;
COLONCOLON   : '::'                 ;
COMMA       : ','                   ;
SEMI        : ';'
    ;
LPAREN      : '('                   ;
RPAREN      : ')'                   ;
RARROW      : '->'                  ;
LT          : '<'                   ;
GT          : '>'                   ;
ASSIGN      : '='                   ;
QUESTION    : '?'                   ;
STAR        : '*'                   ;
PLUS        : '+'                   ;
PLUS_ASSIGN  : '+='                 ;
OR          : '|'                   ;
DOLLAR      : '$'                   ;
DOT      : '.'                   ; // can be WILDCARD or DOT in qid or imported rule ref
```

```
RANGE       : '..'                ;
AT          : '@'                 ;
POUND       : '#'                 ;
NOT         : '~'                 ;
RBRACE      : '}'                 ;

/** Allow unicode rule/token names */
ID   : a=NameStartChar NameChar*
   {
   if ( Grammar.isTokenName($a.text) ) $type = TOKEN_REF;
   else $type = RULE_REF;
   }
  ;

fragment
NameChar    :   NameStartChar

    |  '0'..'9'
        |  '_'
        |  '\u00B7'
        |  '\u0300'..'\u036F'
        |  '\u203F'..'\u2040'
        ;

fragment
NameStartChar
        :   'A'..'Z' | 'a'..'z'
        |  '\u00C0'..'\u00D6'
        |  '\u00D8'..'\u00F6'
        |  '\u00F8'..'\u02FF'
        |  '\u0370'..'\u037D'
        |  '\u037F'..'\u1FFF'
        |  '\u200C'..'\u200D'
        |  '\u2070'..'\u218F'
        |  '\u2C00'..'\u2FEF'
        |  '\u3001'..'\uD7FF'
        |  '\uF900'..'\uFDCF'
        |  '\uFDF0'..'\uFEFE'
        |  '\uFF00'..'\uFFFD'
        ; // ignores | ['\u10000-'\uEFFFF] ;

// ----------------------------
// Literals embedded in actions
//
// Note that we have made the assumption that the language used within
// actions uses the fairly standard '' and ' delimiters for literals and
// that within these literals, characters are escaped using the \ character.
// There are some languages which do
```

```
 not conform to this in all cases, such
// as by using /string/ and so on. We will have to deal with such cases if
// if they come up in targets.
//

// Within actions, or other structures that are not part of the ANTLR
// syntax, we may encounter literal characters. Within these, we do
// not want to inadvertently match things like '}' and so we eat them
// specifically. While this rule is called CHAR it allows for the fact that
// some languages may use/allow ' as the string delimiter.
//
fragment
ACTION_CHAR_LITERAL
 : '\'' (('\\')=>ACTION_ESC | ~'\'' )* '\''
 ;

// Within actions, or other structures that are not part of the ANTLR
// syntax, we may encounter literal strings. Within these, we do
// not want to inadvertently match things like '}' and so we eat them
// specifically.
//
fragment
ACTION_STRING_LITERAL
 : '"' (('\\')=>ACTION_ESC | ~'"')* '"'
 ;

// Within literal strings and characters that are not part of the ANTLR
// syntax, we must allow for escaped character sequences
 so that we do not
// inadvertently recognize the end of a string or character when the terminating
// delimiter has been escaped.
//
fragment
ACTION_ESC
 : '\\' .
 ;

// -------
// Integer
//
// Obviously (I hope) match an arbitrary long sequence of digits.
//
INT : ('0'..'9')+
   ;

// -----------
// Source spec
//
```

```
// A fragment rule for picking up information about an originating
// file from which the grammar we are parsing has been generated. This allows
// ANTLR to report errors against the originating file and not the generated
// file.
//
fragment
SRC : 'src' WSCHARS+ file=ACTION_STRING_LITERAL WSCHARS+ line=INT
    {
      // TODO: Add target specific code to change the source file name and current line number
      //
    }
  ;

// --------------
// Literal string
//
// ANTLR makes no distinction between a single character literal and a
// multi-character string. All literals are single quote delimited and
// may contain unicode escape sequences of the form \uxxxx
 or \u{xxxxxx},
// where x is a valid hexadecimal number.
STRING_LITERAL
  :  '\'' ( ( ESC_SEQ | ~('\\'|'\''|'\r'|'\n') ) )*
    (    '\''
    |    // Unterminated string literal
         {
         Token t = new CommonToken(input, state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-1);
         t.setLine(state.tokenStartLine);
         t.setText(state.text);
         t.setCharPositionInLine(state.tokenStartCharPositionInLine);
         grammarError(ErrorType.UNTERMINATED_STRING_LITERAL, t);
         }
    )
  ;

// A valid hex digit specification
//
fragment
HEX_DIGIT : ('0'..'9'|'a'..'f'|'A'..'F') ;

// Any kind of escaped character that we can embed within ANTLR
// literal strings.
//
fragment
ESC_SEQ
  : '\\'
     (
          // The standard escaped character set such as tab, newline, etc...
```

```
      'b'|'t'|'n'|'f'|'r'|'\"'|'\\'

      | // A Java style Unicode escape sequence
        UNICODE_ESC

        | // A
Swift/Hack style Unicode escape sequence
          UNICODE_EXTENDED_ESC

      | // An illegal escape sequence
        ~('b'|'t'|'n'|'f'|'r'|'\"'|'\\'|'u') // \x for any invalid x (make sure to match char here)
        {
            Token t = new CommonToken(input, state.type, state.channel, getCharIndex()-2, getCharIndex()-1);
            t.setText(t.getText());
            t.setLine(input.getLine());
            t.setCharPositionInLine(input.getCharPositionInLine()-2);
            grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE, t, input.substring(getCharIndex()-
2,getCharIndex()-1));
        }
      )
  ;

fragment
UNICODE_ESC
@init {

 // Flag to tell us whether we have a valid number of
 // hex digits in the escape sequence
 //
 int hCount = 0;
}
  :   'u' // Leadin for unicode escape sequence

      // We now require 4 hex digits. Note though
      // that we accept any number of characters
      // and issue an error if we do not get
 4. We cannot
      // use an infinite count such as + because this
      // might consume too many, so we lay out the lexical
      // options and issue an error at the invalid paths.
      //
   (
      (
        HEX_DIGIT  { hCount++; }
         (
            HEX_DIGIT  { hCount++; }
           (
              HEX_DIGIT  { hCount++; }
```

```
                (
                   // Four valid hex digits, we are good
                   //
                   HEX_DIGIT { hCount++; }

                 | // Three valid digits
                )

              | // Two valid digits
             )

           | // One valid digit
        )
         )
        | // No valid hex digits at all
    )

    // Now check the digit count and issue an error if we need to
    //
    {
     if (hCount < 4) {
    Interval badRange = Interval.of(getCharIndex()-2-hCount, getCharIndex());
    String lastChar = input.substring(badRange.b,
 badRange.b);
    if ( lastChar.codePointAt(0)=='\' ) {
     badRange.b--;
    }
    String bad = input.substring(badRange.a, badRange.b);
    Token t = new CommonToken(input, state.type, state.channel, badRange.a, badRange.b);
    t.setLine(input.getLine());
    t.setCharPositionInLine(input.getCharPositionInLine()-hCount-2);
    grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE, t, bad);
     }
    }
   ;

fragment
UNICODE_EXTENDED_ESC
   :  'u{' // Leadin for unicode extended escape sequence

      HEX_DIGIT+ // One or more hexadecimal digits

      '}' // Leadout for unicode extended escape sequence

      // Now check the digit count and issue an error if we need to
      {
         int numDigits = getCharIndex()-state.tokenStartCharIndex-6;
         if (numDigits > 6) {
```

```
            Token t = new CommonToken(input, state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-
1);
            t.setText(t.getText());
            t.setLine(input.getLine());
             t.setCharPositionInLine(input.getCharPositionInLine()-numDigits);
            grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE, t,
input.substring(state.tokenStartCharIndex,getCharIndex()-1));
  }
      }
  ;

// ----------
// Whitespace
//
// Characters and character constructs that are of no import
// to the parser and are used to make the grammar easier to read
// for humans.
//
WS
  : (
    ' '
     | '\t'
     | '\r'
     | '\n'
     | '\f'
   )+
   {$channel=HIDDEN;}
  ;

// A fragment rule for use in recognizing end of line in
// rules like COMMENT.
//
fragment
NLCHARS
  : '\n' | '\r'
  ;

// A fragment rule for recognizing traditional whitespace
// characters within lexer rules.
//
fragment
WSCHARS
  : ' ' | '\t' | '\f'
  ;

// A fragment rule for recognizing both traditional whitespace and
// end of line markers, when we don't care to distinguish but don't
// want any action code going on.
```

```
//
fragment
WSNLCHARS
    : ' ' | '\t' | '\f' | '\n' | '\r'
  ;

// This rule allows ANTLR 4 to parse grammars using the UTF-8 encoding with a
// byte order mark. Since this Unicode character doesn't appear as a token
// anywhere else in the grammar, we can simply skip all instances of it without
// problem. This rule will not break usage of \uFEFF inside a LEXER_CHAR_SET or
// STRING_LITERAL.
UnicodeBOM
  :   '\uFEFF' {skip();}
  ;

// ----------------
// Illegal Character
//
// This is an illegal character trap which is always the last rule in the
// lexer specification. It matches a single character of any value and being
// the last rule in the file will match when no other rule knows what to do
// about the character. It is reported as an error but is not passed on to the
// parser. This means that the parser to deal with the grammar file anyway
// but we will not try to analyse or code generate from a file with lexical
// errors.
//
ERRCHAR
  : .
    {
      Token t = new CommonToken(input,
 state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-1);
      t.setLine(state.tokenStartLine);
      t.setText(state.text);
      t.setCharPositionInLine(state.tokenStartCharPositionInLine);
      String msg = getTokenErrorDisplay(t) + " came as a complete surprise to me";
      grammarError(ErrorType.SYNTAX_ERROR, t, msg);
      state.syntaxErrors++;
      skip();
    }
  ;

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ANTLRLexer.g
No license file was found, but licenses were detected in source scan.

/*
* [The "BSD license"]
*  Copyright (c) 2012-2016 Terence Parr
```

```
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*  Copyright (c) 2015 Janyou
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
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*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

SwiftTypeInitMap ::= [
 "Int":"0",
 "Int64":"0",
 "Float":"0.0",
 "Double":"0.0",
 "Bool":"false",
 default:"nil" // anything other than a primitive type is an object
]
SwiftTypeMap ::= [
 "int":"Int",
 "float":"Float",
 "long":"Int64",
 "double":"Double",
 "bool":"Bool",
 "boolean":"Bool",
 default : key
]
// args must be <object-model-object>,
```

```
 <fields-resulting-in-STs>

accessLevelOpenOK(obj) ::= "<obj.accessLevel; null=\"open\">"
accessLevelNotOpen(obj) ::= "<obj.accessLevel; null=\"public\">"

ParserFile(file, parser, namedActions,contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<namedActions.header>
import Antlr4

<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This interface defines a complete listener for a parse tree produced by
* {@link <file.parserName>}.
*/
<accessLevelNotOpen(file)> protocol <file.grammarName>Listener: ParseTreeListener {
 <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
* Enter a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
 * Enter a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
- Parameters:
  - ctx: the parse tree
*/
func enter<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context)
/**
<if(file.listenerLabelRuleNames.(lname))>
* Exit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
* Exit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
```

```
- Parameters:
  - ctx: the parse tree
*/
func exit<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context)}; separator="\n">
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>

import Antlr4


/**
* This class provides an empty implementation of {@link <file.grammarName>Listener},
* which can be extended to create a listener which only needs to handle
 a subset
* of the available methods.
*/
<accessLevelOpenOK(file)> class <file.grammarName>BaseListener: <file.grammarName>Listener {
    <accessLevelNotOpen(file)> init() { \}
 <file.listenerNames:{lname |

/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
<accessLevelOpenOK(file)> func enter<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) { \}
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
<accessLevelOpenOK(file)> func exit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) { \}}; separator="\n">

 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func enterEveryRule(_ ctx: ParserRuleContext) throws { }
```

```
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func exitEveryRule(_ ctx: ParserRuleContext) throws { }
 /**
  * {@inheritDoc\}
  *

 * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func visitTerminal(_ node: TerminalNode) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func visitErrorNode(_ node: ErrorNode) { }
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This interface defines a complete generic visitor for a parse tree produced
* by {@link <file.parserName>}.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
<accessLevelOpenOK(file)> class <file.grammarName>Visitor\<T>: ParseTreeVisitor\<T> {
 <file.visitorNames:{lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.visitorLabelRuleNames.(lname)>\}.
<else>
 * Visit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
- Parameters:
 - ctx: the parse tree
```

```
- returns: the visitor result
*/
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T {
 fatalError(#function + " must be overridden")
\}
}; separator="\n">
}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This class provides an empty implementation of {@link <file.grammarName>Visitor},
* which can be extended to create a visitor which only needs to handle a subset
* of the available methods.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
<accessLevelOpenOK(file)> class <file.grammarName>BaseVisitor\<T>: AbstractParseTreeVisitor\<T> {
 <file.visitorNames:{lname
|
/**
* {@inheritDoc\}
*
* \<p>The default implementation returns the result of calling
* {@link #visitChildren\} on {@code ctx\}.\</p>
*/
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T? { return visitChildren(ctx) \}}; separator="\n">
}
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>
```

```
Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<!//@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})!>
<accessLevelOpenOK(parser)> class <parser.name>: <superClass; null="Parser"> {

 internal static var _decisionToDFA: [DFA] = {
        var decisionToDFA = [DFA]()
        let length = <parser.name>._ATN.getNumberOfDecisions()
        for i in 0..\<length {
         <!// decisionToDFA[i] = DFA(<parser.name>._ATN.getDecisionState(i)!,
i);!>
          decisionToDFA.append(DFA(<parser.name>._ATN.getDecisionState(i)!, i))
         }
         return decisionToDFA
    }()

 internal static let _sharedContextCache = PredictionContextCache()

 <if(parser.tokens)>
 <accessLevelNotOpen(parser)>
 enum Tokens: Int {
  case EOF = -1, <parser.tokens:{k | <k> = <parser.tokens.(k)>}; separator=", ", wrap, anchor>
 }
 <endif>

 <accessLevelNotOpen(parser)>
 <if(parser.rules)>
 static let <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>
 <endif>

 <accessLevelNotOpen(parser)>
 static let ruleNames: [String] = [
  <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
 ]

 <vocabulary(parser.literalNames, parser.symbolicNames,
                accessLevelNotOpen(parser))>

 override <accessLevelOpenOK(parser)>
 func getGrammarFileName() -> String { return "<parser.grammarFileName>" }

 override <accessLevelOpenOK(parser)>
 func getRuleNames() -> [String] { return <parser.name>.ruleNames
 }

 override <accessLevelOpenOK(parser)>
 func getSerializedATN() -> [Int] { return <parser.name>._serializedATN }

 override <accessLevelOpenOK(parser)>
```

```
 func getATN() -> ATN { return <parser.name>._ATN }

 <namedActions.members>
 <parser:(ctor)()>
 <funcs; separator="\n">

<if(sempredFuncs)>
 override <accessLevelOpenOK(parser)>
 func sempred(_ _localctx: RuleContext?, _ ruleIndex: Int,  _ predIndex: Int)throws -> Bool {
  switch (ruleIndex) {
  <parser.sempredFuncs.values:{f|
case  <f.ruleIndex>:
 return try <f.name>_sempred(_localctx?.castdown(<f.ctxType>.self), predIndex)}; separator="\n">
     default: return true
  }
  <!return true;!>
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>

 <accessLevelNotOpen(parser)>
 static let _ATN = try! ATNDeserializer().deserialize(_serializedATN)
}
>>

vocabulary(literalNames, symbolicNames, accessLevel) ::= <<
private static let _LITERAL_NAMES: [String?] = [
 <literalNames:{t | <t>}; null="nil", separator=", ", wrap,
 anchor>
]
private static let _SYMBOLIC_NAMES: [String?] = [
 <symbolicNames:{t | <t>}; null="nil", separator=", ", wrap, anchor>
]
<accessLevel>
static let VOCABULARY = Vocabulary(_LITERAL_NAMES, _SYMBOLIC_NAMES)
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
override <accessLevelOpenOK(parser)>
func action(_ _localctx: RuleContext?,  _ ruleIndex: Int, _ actionIndex: Int) throws {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 try <f.name>_action((_localctx as <f.ctxType>?), actionIndex)
  }; separator="\n">
```

```
 default: break
 }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
override <accessLevelOpenOK(parser)>
func sempred(_ _localctx: RuleContext?, _  ruleIndex: Int,_   predIndex: Int) throws -> Bool {
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex>:
 return try <f.name>_sempred(_localctx?.castdown(<f.ctxType>.self), predIndex)}; separator="\n">
 default: return true
 }
 <!return
 true;!>
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<

override <accessLevelOpenOK(parser)>
func getVocabulary() -> Vocabulary {
   return <p.name>.VOCABULARY
}

override <accessLevelNotOpen(parser)>
init(_ input:TokenStream) throws {
   RuntimeMetaData.checkVersion("<file.ANTLRVersion>", RuntimeMetaData.VERSION)
 try super.init(input)
 _interp = ParserATNSimulator(self,<p.name>._ATN,<p.name>._decisionToDFA,
<parser.name>._sharedContextCache)
}

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private func <r.name>_action(_ _localctx: <r.ctxType>?,  _ actionIndex: Int) throws {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
  }; separator="\n">
```

```
 default: break
 }
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
 */
RuleSempredFunction(r, actions) ::= <<
private func <r.name>_sempred(_ _localctx: <r.ctxType>!,  _ predIndex: Int) throws -> Bool {
 switch (predIndex) {
 <actions:{index|
  case <index>:return <actions.(index)>}; separator="\n">
    default: return true
 }
 <!return true;!>
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<
<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
@discardableResult
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelOpenOK(parser)> func
<endif><currentRule.escapedName>(<if(first(args))>_ <endif><args; separator=", _">) throws ->
<currentRule.ctxType> {
 var _localctx: <currentRule.ctxType>
 _localctx = <currentRule.ctxType>(_ctx, getState()<currentRule.args:{a | , <a.escapedName>}>)
 try enterRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>)
 <namedActions.init>
 <locals; separator="\n">
 defer {

   <finallyAction>
    try! exitRule()
  }
 do {
<if(currentRule.hasLookaheadBlock)>
  var _alt:Int
<endif>
  <code>
 <postamble; separator="\n">
  <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
```

```
 catch ANTLRException.recognition(let re) {
  _localctx.exception = re
  _errHandler.reportError(self, re)
  try _errHandler.recover(self, re)
 }
 <endif>

 return _localctx
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelNotOpen(parser)> final <endif>
func <currentRule.escapedName>( <if(first(args))>_ <endif><args; separator=", _">) throws ->
<currentRule.ctxType>   {
 return try <currentRule.escapedName>(0<currentRule.args:{a | , <a.escapedName>}>)
}
@discardableResult
private func <currentRule.escapedName>(_ _p<args:{a | , <a>}>:
 Int) throws -> <currentRule.ctxType>   {
 let _parentctx: ParserRuleContext? = _ctx
 let _parentState: Int = getState()
 var _localctx: <currentRule.ctxType>
 _localctx = <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | , <a.escapedName>}>)
 var _prevctx: <currentRule.ctxType> = _localctx
 let _startState: Int = <currentRule.startState>
 try enterRecursionRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>, _p)
 <namedActions.init>
 <locals; separator="\n">
 defer {
    <finallyAction>
    try! unrollRecursionContexts(_parentctx)
  }
 do {
<if(currentRule.hasLookaheadBlock)>
  var _alt: Int
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch ANTLRException.recognition(let re) {
```

```
 _localctx.exception = re
 _errHandler.reportError(self, re)
 try _errHandler.recover(self, re)
 }

 return _localctx;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx
 =  <currentOuterMostAltCodeBlock.altLabel; format="cap">Context(_localctx);<endif>
try enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<!//{!>
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
<!//}!>
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
<preamble; separator="\n">
switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
<choice.altLook,alts:{look,alt | <cases(tokens=look)>
 <alt>
 break}; separator="\n">
default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
  <alt>
 break}; separator="\n">
default:
 break
}
```

```
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 setState(<choice.loopBackStateNumber>)
 try _errHandler.sync(self)
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.blockStartStateNumber>) <! alt block decision !>
try _errHandler.sync(self)
<preamble; separator="\n">
repeat {
 <alts; separator="\n">
 setState(<choice.stateNumber>); <! loopback/exit decision !>
 try _errHandler.sync(self)
 <iteration>
} while (<loopExpr>)
>>

// LL(*) stuff

AltBlock(choice,
 preamble, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
<preamble; separator="\n">
switch(try getInterpreter().adaptivePredict(_input,<choice.decision>, _ctx)) {
<alts:{alt |
case <i>:
 <alt>
```

```
 break}; separator="\n">
default: break
}
>>

OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
switch (try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break}; separator="\n">
default: break
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
_alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one !>
 }
 setState(<choice.loopBackStateNumber>)
 try
 _errHandler.sync(self)
 _alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
}
>>

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
try _errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
repeat {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break}; separator="\n">
 default:
  <error>
 }
 setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
 try _errHandler.sync(self)
```

```
 _alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
} while (_alt != <choice.exitAlt> && _alt !=  ATN.INVALID_ALT_NUMBER)
>>

Sync(s) ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw ANTLRException.recognition(e: NoViableAltException(self))"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

//
 Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
(Int64(<shiftAmount>) & ~0x3f) == 0
>>

bitsetBitfieldComparison(s, bits) ::= <<
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((Int64(1) \<\< <offsetShift(s.varName,
bits.shift)>) & <bits.calculated>) != 0)
>>

isZero ::= [
"0": true,
default: false
]
parserName(t) ::= <%
<parser.name>.Tokens.<t.name>.rawValue
%>
offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | <s.varName> == <parser.name>.Tokens.<t.name>.rawValue}; separator=" || ">
%>

cases(tokens) ::= <<
<trunc(tokens): {t | case .<t.name>:fallthrough}  ; separator="\n">
<last(tokens): {t | case .<t.name>:}  ; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
setState(<r.stateNumber>)
<if(r.labels)>
try {
```

```
 let assignmentValue = try
<r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>)
 <r.labels:{l
| <labelref(l)> = assignmentValue} ; separator="\n">
  }()
<else>try
<r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>)<
endif>
>>

MatchToken(m) ::= <<
setState(<m.stateNumber>)
<if(m.labels)>
try {
 let assignmentValue = try match(<parser.name>.Tokens.<m.escapedName>.rawValue)
 <m.labels:{l | <labelref(l)> = assignmentValue}  ; separator="\n">
  }()
<else>try match(<parser.name>.Tokens.<m.escapedName>.rawValue)<endif>
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>)
<if(m.labels)><m.labels:{l | <labelref(l)> = }>try _input.LT(1)<endif>
<capture>
if (<if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>)) {
 <if(m.labels)><m.labels:{l
| <labelref(l)> = }><endif>try _errHandler.recoverInline(self)<if(m.labels)> as Token<endif>
}
else {
 _errHandler.reportMatch(self)
 try consume()
}
>>

Wildcard(w) ::= <<
setState(<w.stateNumber>)
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>try matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"
```

```
SemPred(p, chunks, failChunks) ::= <<
setState(<p.stateNumber>)
if (!(<chunks>)) {
  throw ANTLRException.recognition(e:FailedPredicateException(self, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>))
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg)      ::= "_type = <arg>"
LexerChannelCommand(arg)   ::= "_channel = <arg>"
LexerModeCommand(arg)      ::= "_mode =
 <arg>"
LexerPushModeCommand(arg)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.escapedName>"
LocalRef(a) ::= "_localctx.<a.escapedName>"
RetValueRef(a) ::= "_localctx.<a.escapedName>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.escapedName>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getText()! : \"\")"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getType() : 0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getLine() : 0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label>
 != nil ? <ctx(t)>.<t.label>!.getCharPositionInLine() : 0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getChannel() : 0)"
```

```
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getTokenIndex() : 0)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>.<t.label> != nil ? Int(<ctx(t)>.<t.label>!.getText()!) : 0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.start?.description ?? \"\") : \"\")"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.stop?.description ?? \"\") : \"\")"
RulePropertyRef_text(r)  ::= "(<ctx(r)>.<r.label> != nil ? try
_input.getText(<ctx(r)>.<r.label>!.start,<ctx(r)>.<r.label>!.stop) : \"\")"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.stop"
ThisRulePropertyRef_text(r)  ::= "(try _input.getText(_localctx.start,
 try _input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "self"

NonLocalAttrRef(s)   ::= "((<s.ruleName;
format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.escapedName>"
SetNonLocalAttr(s, rhsChunks)   ::=
 "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.escapedName> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "<t.escapedName>: <SwiftTypeMap.(TokenLabelType())>!"
TokenTypeDecl(t) ::= "var <t.escapedName>: Int = 0"
TokenListDecl(t) ::= "<t.escapedName>: [Token] = [Token]()"
RuleContextDecl(r) ::= "<r.escapedName>: <r.ctxName>!"
RuleContextListDecl(rdecl) ::= "<rdecl.escapedName>: [<rdecl.ctxName>] = [<rdecl.ctxName>]()"

ContextTokenGetterDecl(t) ::= <<
 <accessLevelOpenOK(parser)>
 func <t.escapedName>() -> TerminalNode? {
  return getToken(<parser.name>.Tokens.<t.escapedName>.rawValue, 0)
 }
>>
ContextTokenListGetterDecl(t)
 ::= <<
 <accessLevelOpenOK(parser)>
 func <t.escapedName>() -> [TerminalNode] {
  return getTokens(<parser.name>.Tokens.<t.escapedName>.rawValue)
 }
>>
ContextTokenListIndexedGetterDecl(t) ::= <<
 <accessLevelOpenOK(parser)>
 func <t.escapedName>(_ i:Int) -> TerminalNode? {
  return getToken(<parser.name>.Tokens.<t.escapedName>.rawValue, i)
 }
```

```
>>
ContextRuleGetterDecl(r) ::= <<
 <accessLevelOpenOK(parser)>
 func <r.escapedName>() -> <r.ctxName>? {
  return getRuleContext(<r.ctxName>.self, 0)
 }
>>
ContextRuleListGetterDecl(r) ::= <<
 <accessLevelOpenOK(parser)>
 func <r.escapedName>() -> [<r.ctxName>] {
  return getRuleContexts(<r.ctxName>.self)
 }
>>
ContextRuleListIndexedGetterDecl(r)   ::= <<
 <accessLevelOpenOK(parser)>
 func <r.escapedName>(_ i: Int) -> <r.ctxName>? {
  return getRuleContext(<r.ctxName>.self, i)
 }
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName)
 ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = try _input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = try _input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures,
        superClass={ParserRuleContext}) ::= <<

<accessLevelNotOpen(parser)> class <struct.escapedName>:
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces;
separator=", "><endif> {
 <attrs:{a | <accessLevelOpenOK(parser)> var <a>}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <! <if(ctorAttrs)> <accessLevelNotOpen(parser)> init(_ parent: ParserRuleContext,_ invokingState: Int) {
super.init(parent, invokingState)  }<endif> !>
 <if(ctorAttrs)>
 <accessLevelNotOpen(parser)> convenience init(_ parent: ParserRuleContext?, _ invokingState:
```

```
 Int<ctorAttrs:{a | , _ <a>}>) {
  self.init(parent, invokingState)
  <struct.ctorAttrs:{a | self.<a.escapedName> = <a.escapedName>;}; separator="\n">
 }
 <endif>

 override <accessLevelOpenOK(parser)>
 func getRuleIndex() -> Int {
  return <parser.name>.RULE_<struct.derivedFromName>
 }
<if(struct.provideCopyFrom && struct.attrs)> <! don't need copy unless we have subclasses !>
 <accessLevelOpenOK(parser)>
 override func copyFrom(_ ctx_: ParserRuleContext) {
  super.copyFrom(ctx_)
  let ctx = ctx_ as! <struct.escapedName>
  <struct.attrs:{a | self.<a.escapedName> = ctx.<a.escapedName>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
<accessLevelNotOpen(parser)> class <struct.escapedName>: <currentRule.name; format="cap">Context {
 <attrs:{a | <accessLevelNotOpen(parser)> var <a>}; separator="\n">
 <getters:{g | <g>}; separator="\n">

 <accessLevelNotOpen(parser)>
 init(_
 ctx: <currentRule.name; format="cap">Context) {
  super.init()
  copyFrom(ctx)
 }
 <dispatchMethods; separator="\n">
}
>>

ListenerDispatchMethod(method) ::= <<
override <accessLevelOpenOK(parser)>
func <if(method.isEnter)>enter<else>exit<endif>Rule(_ listener: ParseTreeListener) {
 if let listener = listener as? <parser.grammarName>Listener {
  listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)
 }
}
>>

VisitorDispatchMethod(method) ::= <<
```

```
override <accessLevelOpenOK(parser)>
func accept\<T>(_ visitor: ParseTreeVisitor\<T>) -> T? {
 if let visitor = visitor as? <parser.grammarName>Visitor {
    return visitor.visit<struct.derivedFromName; format="cap">(self)
 }
 else if let visitor = visitor as? <parser.grammarName>BaseVisitor {
    return visitor.visit<struct.derivedFromName; format="cap">(self)
 }
 else {
     return visitor.visitChildren(self)
 }
}
>>

AttributeDecl(d) ::= "<d.escapedName>: <SwiftTypeMap.(d.type)><if(d.initValue)>
 = <d.initValue><else>!<endif>"

/** If we don't know location of label def x, use this template (_localctx as! <x.ctx.name> */
labelref(x) ::= "<if(!x.isLocal)>_localctx.castdown(<x.ctx.name>.self).<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr?    */
ctx(actionChunk) ::= "_localctx.castdown(<actionChunk.ctx.name>.self)"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "precpred(_ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                ::= "_ctx!.stop = try _input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.append(_prevctx)
<else>
_localctx.<label> = _prevctx
<endif>
<endif>
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel,
 label, isListLabel) ::= <<
_localctx = <currentAltLabel; format="cap">Context(  <ruleName; format="cap">Context(_parentctx,
_parentState))
<if(label)>
<if(isListLabel)>
(_localctx as! <currentAltLabel; format="cap">Context).<label>.append(_prevctx)
<else>
```

```
(_localctx as! <currentAltLabel; format="cap">Context).<label> = _prevctx
<endif>
<endif>
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = <ctxName>Context(_localctx)
_ctx = _localctx
_prevctx = _localctx
>>

recRuleSetPrevCtx() ::= <<
if _parseListeners != nil {
  try triggerExitRuleEvent()
}
_prevctx = _localctx
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
<!package <lexerFile.genPackage>;!>
<endif>
<namedActions.header>
import Antlr4

<lexer>
>>
Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<accessLevelOpenOK(lexer)> class <lexer.name>:
 <superClass; null="Lexer"> {

 internal static var _decisionToDFA: [DFA] = {
        var decisionToDFA = [DFA]()
        let length = <lexer.name>._ATN.getNumberOfDecisions()
        for i in 0..\<length {
          <! decisionToDFA[i] = DFA(<lexer.name>._ATN.getDecisionState(i)!, i);!>
            decisionToDFA.append(DFA(<lexer.name>._ATN.getDecisionState(i)!, i))
        }
         return decisionToDFA
    }()

 internal static let _sharedContextCache = PredictionContextCache()

 <accessLevelNotOpen(lexer)>
 <if(lexer.tokens)>
```

```
 static let <lexer.tokens:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>
 <endif>

 <if(lexer.escapedChannels)>
 <accessLevelNotOpen(lexer)>
 static let <lexer.escapedChannels:{k | <k>=<lexer.escapedChannels.(k)>}; separator=", ", wrap, anchor>
 <endif>
 <if(rest(lexer.escapedModeNames))>
 <accessLevelNotOpen(lexer)>
 static let <rest(lexer.escapedModeNames):{m| <m>=<i>}; separator=", ", wrap, anchor>
 <endif>
 <accessLevelNotOpen(lexer)>
 static
 let channelNames: [String] = [
  "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channelNames)>, <lexer.channelNames:{c| "<c>"};
separator=", ", wrap, anchor><endif>
 ]

 <accessLevelNotOpen(lexer)>
 static let modeNames: [String] = [
  <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
 ]

 <accessLevelNotOpen(lexer)>
 static let ruleNames: [String] = [
  <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
 ]

 <vocabulary(lexer.literalNames, lexer.symbolicNames,
                 accessLevelNotOpen(lexer))>

 <namedActions.members>

 override <accessLevelOpenOK(lexer)>
 func getVocabulary() -> Vocabulary {
  return <lexer.name>.VOCABULARY
 }

 <accessLevelNotOpen(lexer)>
 required init(_ input: CharStream) {
    RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION)
  super.init(input)
  _interp = LexerATNSimulator(self, <lexer.name>._ATN, <lexer.name>._decisionToDFA,
<lexer.name>._sharedContextCache)
 }

 override <accessLevelOpenOK(lexer)>
 func
```

```
 getGrammarFileName() -> String { return "<lexer.grammarFileName>" }

 override <accessLevelOpenOK(lexer)>
 func getRuleNames() -> [String] { return <lexer.name>.ruleNames }

 override <accessLevelOpenOK(lexer)>
 func getSerializedATN() -> [Int] { return <lexer.name>._serializedATN }

 override <accessLevelOpenOK(lexer)>
 func getChannelNames() -> [String] { return <lexer.name>.channelNames }

 override <accessLevelOpenOK(lexer)>
 func getModeNames() -> [String] { return <lexer.name>.modeNames }

 override <accessLevelOpenOK(lexer)>
 func getATN() -> ATN { return <lexer.name>._ATN }

 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 <atn>

 <accessLevelNotOpen(lexer)>
 static let _ATN: ATN = try! ATNDeserializer().deserialize(_serializedATN)
}
>>

SerializedATN(model) ::= <<
static let _serializedATN:[Int] = [
 <model.serialized: {s | <s>}; separator=",", wrap>
]
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object,
 default value is "null".
*/
initValue(typeName) ::= <<
<SwiftTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".swift"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/Swift/Swift.stg
No license file was found, but licenses were detected in source scan.

// Copyright 2016-2022 The ANTLR Project. All rights reserved.
// Licensed under the BSD-3-Clause license. See LICENSE file in the project root for license information.
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/TypeScript/TypeScript.stg
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
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*  Copyright (c) 2012-2016 Sam Harwell
*  All rights reserved.
*
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*  modification, are permitted provided that the following conditions
*  are met:
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*  2. Redistributions in binary form must reproduce the above copyright
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*  3. The name of the author may not be used to endorse or promote products
*     derived from this software without specific prior written permission.
*
*  THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS" AND ANY EXPRESS OR
*  IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED
 TO, THE IMPLIED WARRANTIES
*  OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
*  IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
*  INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
*  NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
*  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

lexer grammar ActionSplitter;

options { filter=true; }

@header {
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
}

@members {
ActionSplitterListener delegate;
```

```
public ActionSplitter(CharStream input, ActionSplitterListener delegate) {
  this(input, new RecognizerSharedState());
  this.delegate = delegate;
}

/** force filtering
 (and return tokens). triggers all above actions. */
public List<Token> getActionTokens() {
  List<Token> chunks = new ArrayList<Token>();
  Token t = nextToken();
  while ( t.getType()!=Token.EOF ) {
     chunks.add(t);
     t = nextToken();
  }
  return chunks;
}

private boolean isIDStartChar(int c) {
 return c == '_' || Character.isLetter(c);
}
}

// ignore comments right away

COMMENT
  :   '/*' ( options {greedy=false;} : . )* '*/' {delegate.text($text);}
  ;

LINE_COMMENT
  : '//' ~('\n'|'\r')* '\r'? '\n' {delegate.text($text);}
  ;

SET_NONLOCAL_ATTR
 : '$' x=ID '::' y=ID WS? '=' expr=ATTR_VALUE_EXPR ';'
  {
  delegate.setNonLocalAttr($text, $x, $y, $expr);
  }
 ;

NONLOCAL_ATTR
 : '$' x=ID '::' y=ID {delegate.nonLocalAttr($text, $x, $y);}
 ;

QUALIFIED_ATTR
 : '$' x=ID '.' y=ID {input.LA(1)!='('}? {delegate.qualifiedAttr($text, $x, $y);}
 ;

SET_ATTR
```

```
 : '$' x=ID WS? '=' expr=ATTR_VALUE_EXPR ';'
  {
  delegate.setAttr($text, $x, $expr);
  }
 ;

ATTR
 : '$'
 x=ID {delegate.attr($text, $x);}
 ;

// Anything else is just random text
TEXT
@init {StringBuilder buf = new StringBuilder();}
@after {delegate.text(buf.toString());}
 : ( c=~('\\'| '$') {buf.append((char)$c);}
  | '\\$' {buf.append('$');}
  | '\\' c=~('$') {buf.append('\\').append((char)$c);}
  | {!isIDStartChar(input.LA(2))}? => '$' {buf.append('$');}
  )+
 ;

fragment
ID  : ('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'_')*
   ;

/** Don't allow an = as first char to prevent $x == 3; kind of stuff. */
fragment
ATTR_VALUE_EXPR
 : ~'=' (~';')*
 ;

fragment
WS : (' '|'\t'|'\n'|'\r')+
 ;
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ActionSplitter.g
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
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*  Copyright (c) 2013 Sam Harwell
*  All rights reserved.
*
*  Redistribution and use in source and binary forms, with or without
*  modification, are permitted provided that the following conditions
```

```
*  are met:
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*     notice, this list of conditions and the following disclaimer.
*  2. Redistributions in binary form must reproduce the above copyright
*     notice, this list of conditions and the following disclaimer in the
*     documentation and/or other materials provided with the distribution.
*  3. The name of the author may not be used to endorse or promote products
*     derived from this software without specific prior written permission.
*
*  THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR
*  IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO,
 THE IMPLIED WARRANTIES
*  OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
*  IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
*  INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
*  NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
*  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using System.Diagnostics;
using System.Collections.Generic;
using
 Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using DFA = Antlr4.Runtime.Dfa.DFA;

<parser>
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>
```

```
ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using IParseTreeListener = Antlr4.Runtime.Tree.IParseTreeListener;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete listener for a parse tree produced by
/// \<see cref="<file.parserName>"/>.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Listener : IParseTreeListener {
 <file.listenerNames:{lname |
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Enter a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in
 \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Enter a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
void Enter<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context context);
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Exit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Exit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
void Exit<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context context);};
separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

BaseListenerFile(file, header, namedActions) ::= <<
```

```
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace
 <file.genPackage> {
<endif>
<header>

using Antlr4.Runtime.Misc;
using IErrorNode = Antlr4.Runtime.Tree.IErrorNode;
using ITerminalNode = Antlr4.Runtime.Tree.ITerminalNode;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;

/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Listener"/>,
/// which can be extended to create a listener which only needs to handle a subset
/// of the available methods.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.Diagnostics.DebuggerNonUserCode]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseListener : I<file.grammarName>Listener {
 <file.listenerNames:{lname |
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Enter a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
///
 Enter a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Enter<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context
context) { \}
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Exit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Exit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Exit<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context
context) { \}}; separator="\n">
```

```
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public
 virtual void EnterEveryRule([NotNull] ParserRuleContext context) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void ExitEveryRule([NotNull] ParserRuleContext context) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void VisitTerminal([NotNull] ITerminalNode node) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void VisitErrorNode([NotNull] IErrorNode node) { }
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete generic visitor for a parse tree produced
/// by \<see cref="<file.parserName>"/>.
///
 \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Visitor\<Result> : IParseTreeVisitor\<Result> {
 <file.visitorNames:{lname |
/// \<summary>
<if(file.visitorLabelRuleNames.(lname))>
/// Visit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(lname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
```

```
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
Result Visit<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context context);};
separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;

/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Visitor{Result}"/>,
/// which can be extended to create a visitor which only needs to handle a subset
/// of the available methods.
/// \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.Diagnostics.DebuggerNonUserCode]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseVisitor\<Result> : AbstractParseTreeVisitor\<Result>,
I<file.grammarName>Visitor\<Result> {
 <file.visitorNames:{lname |
/// \<summary>
<if(file.visitorLabelRuleNames.(lname))>
/// Visit a parse tree produced by the \<c><lname>\</c>
///
 labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(lname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>
/// The default implementation returns the result of calling \<see
cref="AbstractParseTreeVisitor{Result\}.VisitChildren(IRuleNode)"/>
/// on \<paramref name="context"/>.
/// \</para>
/// \</summary>
```

```
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
public virtual Result Visit<lname; format="cap">([NotNull] <file.parserName>.<lname; format="cap">Context
context) { return VisitChildren(context); \}}; separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may
 cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// Generated from <grammarFileName> by ANTLR <ANTLRVersion>

// Unreachable code detected
#pragma warning disable 0162
// The variable '...' is assigned but its value is never used
#pragma warning disable 0219
// Missing XML comment for publicly visible type or member '...'
#pragma warning disable 1591
// Ambiguous reference in cref attribute
#pragma warning disable 419

>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <parser.name> : <superClass; null="Parser"> {
 protected static DFA[] decisionToDFA;
 protected static PredictionContextCache sharedContextCache = new PredictionContextCache();
 <if(parser.tokens)>
 public
```

```
 const int
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
 <if(parser.rules)>
 public const int
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
 <endif>
 public static readonly string[] ruleNames = {
  <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
 };

 <vocabulary(parser.literalNames, parser.symbolicNames)>

 public override string GrammarFileName { get { return "<parser.grammarFileName>"; } }

 public override string[] RuleNames { get { return ruleNames; } }

 public override int[] SerializedAtn { get { return _serializedATN; } }

 static <parser.name>() {
  decisionToDFA = new DFA[_ATN.NumberOfDecisions];
  for (int i = 0; i \< _ATN.NumberOfDecisions; i++) {
   decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i), i);
  }
 }

 <namedActions.members>
 <parser:(ctor)()>
 <funcs; separator="\n">

<if(sempredFuncs)>
 public override bool Sempred(RuleContext
 _localctx, int ruleIndex, int predIndex) {
  switch (ruleIndex) {
  <parser.sempredFuncs.values:{f|
case <f.ruleIndex>: return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
  }
  return true;
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
private static readonly string[] _LiteralNames = {
```

```
 <literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
private static readonly string[] _SymbolicNames = {
 <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
public static readonly IVocabulary DefaultVocabulary = new Vocabulary(_LiteralNames, _SymbolicNames);

[NotNull]
public override IVocabulary Vocabulary
{
 get
 {
  return DefaultVocabulary;
 }
}
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
public override void Action(RuleContext _localctx, int ruleIndex, int actionIndex) {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case
 <f.ruleIndex> : <f.name>_action(<if(!recog.modes)>(<f.ctxType>)<endif>_localctx, actionIndex); break;};
separator="\n">
 }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
public override bool Sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex> : return <f.name>_sempred(<if(!recog.modes)>(<f.ctxType>)<endif>_localctx, predIndex);};
separator="\n">
 }
 return true;
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(parser) ::= <<
 public <parser.name>(ITokenStream input) : this(input, Console.Out, Console.Error) { }

 public <parser.name>(ITokenStream input, TextWriter output, TextWriter errorOutput)
 : base(input, output, errorOutput)
{
```

```
 Interpreter = new ParserATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
}
>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r,
 actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>: <actions.(index)> break;}; separator="\n">
 }
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private bool <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
 switch (predIndex) {
 <actions:{index|
case <index>: return <actions.(index)>;}; separator="\n">
 }
 return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<if(ruleCtx)>
<ruleCtx>
<endif>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=", ">) {
 <currentRule.ctxType>
 _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | , <a.escapedName>}>);
 EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
```

```
 int _alt;
<endif>
 <code>
 <postamble; separator="\n">
 <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 <endif>
 finally {
  <finallyAction>
  ExitRule();
 }
 return _localctx;
}
>>

LeftFactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=", ">) {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | ,
<a.escapedName>}>);
 EnterLeftFactoredRule(_localctx,
 <currentRule.startState>, RULE_<currentRule.variantOf>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
 int _alt;
<endif>
 <code>
 <postamble; separator="\n">
 <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 finally {
```

```
 <finallyAction>
 ExitRule();
 }
 return _localctx;
}
>>

// This behaves similar to RuleFunction (enterRule is called, and no adjustments
// are made to the parse tree), but since it's still a variant no context class
// needs to be generated.
LeftUnfactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=", ">) {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context,
 State<currentRule.args:{a | , <a.escapedName>}>);
 EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.variantOf>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 finally {
  <finallyAction>
  ExitRule();
 }
 return _localctx;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
```

```
[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public <endif><currentRule.ctxType>
<currentRule.escapedName>(<args; separator=", ">) {
 return <currentRule.escapedName>(0<currentRule.args:{a | , <a.escapedName>}>);
}

private <currentRule.ctxType>
 <currentRule.escapedName>(int _p<args:{a | , <a>}>) {
 ParserRuleContext _parentctx = Context;
 int _parentState = State;
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, _parentState<currentRule.args:{a | ,
<a.escapedName>}>);
 <currentRule.ctxType> _prevctx = _localctx;
 int _startState = <currentRule.startState>;
 EnterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 finally {
  <finallyAction>
  UnrollRecursionContexts(_parentctx);
 }
 return _localctx;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new
 <currentOuterMostAltCodeBlock.altLabel; format="cap">Context(_localctx);<endif>
EnterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
```

```
<preamble; separator="\n">
<ops; separator="\n">
}
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
<preamble; separator="\n">
switch (TokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n">
default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
switch (TokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(tokens=look)>
 <alt>
 break;}; separator="\n">
default:
 break;
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts,
 preamble, error, followExpr) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
```

```
 State = <choice.loopBackStateNumber>;
 ErrorHandler.Sync(this);
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
<preamble; separator="\n">
do {
 <alts; separator="\n">
 State = <choice.stateNumber>;<! loopback/exit decision !>
 ErrorHandler.Sync(this);
 <iteration>
} while ( <loopExpr> );
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
<preamble;
 separator="\n">
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{alt |
case <i>:
 <alt>
 break;}; separator="\n">
}
>>

OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
```

```
_alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER ) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one !>
 }
 State = <choice.loopBackStateNumber>;
 ErrorHandler.Sync(this);
 _alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
}
>>

PlusBlock(choice,
 alts, error) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
 }
 State = <choice.loopBackStateNumber>;<! loopback/exit decision !>
 ErrorHandler.Sync(this);
 _alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
} while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "Sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.tokens)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) &
 ~0x3f) == 0
>>

// produces smaller bytecode only when bits.tokens contains more than two items
```

```
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<\< <offsetShift(s.varName, bits.shift)>) &
<bits.calculated>L) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

bitsetInlineComparison(s, bits) ::= <%
<bits.tokens:{t | <s.varName>==<tokenType.(t.name)>}; separator=" || ">
%>

cases(tokens) ::= <<
<tokens:{t | case <tokenType.(t.name)>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
State = <r.stateNumber>;
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif><r.escapedName>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprs
Chunks>);
>>

MatchToken(m) ::= <<
State = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>Match(<tokenType.(m.name)>);
>>

MatchSet(m,
 expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
State = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }>TokenStream.LT(1);<endif>
<capture>
if ( <if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>) ) {
 <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>ErrorHandler.RecoverInline(this);
}
else {
 ErrorHandler.ReportMatch(this);
```

```
  Consume();
}
>>

Wildcard(w) ::= <<
State = <w.stateNumber>;
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>MatchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
State = <p.stateNumber>;
if (!(<chunks>)) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>)
 {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "Skip();"
LexerMoreCommand()  ::= "More();"
LexerPopModeCommand() ::= "PopMode();"

LexerTypeCommand(arg, grammar)      ::= "_type = <tokenType.(arg)>;"
LexerChannelCommand(arg, grammar)   ::= "_channel = <channelName.(arg)>;"
LexerModeCommand(arg, grammar)      ::= "_mode = <modeName.(arg)>;"
LexerPushModeCommand(arg, grammar)  ::= "PushMode(<modeName.(arg)>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.escapedName>"
LocalRef(a) ::= "_localctx.<a.escapedName>"
RetValueRef(a) ::= "_localctx.<a.escapedName>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.escapedName>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<tokenType.(t.escapedName)>"
LabelRef(t) ::= "<ctx(t)>.<t.escapedName>"
```

```
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.escapedName)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.escapedName> = <rhsChunks>;"

TokenLabelType()
 ::= "<file.TokenLabelType; null={IToken}>"
InputSymbolType() ::= "<file.InputSymbolType; null={IToken}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Text:null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Type:0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Line:0)"
TokenPropertyRef_pos(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.CharPositionInLine:0)"
TokenPropertyRef_channel(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Channel:0)"
TokenPropertyRef_index(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.TokenIndex:0)"
TokenPropertyRef_int(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?int.Parse(<ctx(t)>.<tokenType.(t.label)>.Text):0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.Start):null)"
RulePropertyRef_stop(r)
 ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.Stop):null)"
RulePropertyRef_text(r)  ::=
"(<ctx(r)>.<r.label>!=null?TokenStream.GetText(<ctx(r)>.<r.label>.Start,<ctx(r)>.<r.label>.Stop):null)"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"

ThisRulePropertyRef_start(r) ::= "_localctx.Start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.Stop"
ThisRulePropertyRef_text(r)  ::= "TokenStream.GetText(_localctx.Start, TokenStream.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)   ::= <%((<s.ruleName;
format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<s.escapedName>%>
SetNonLocalAttr(s, rhsChunks)   ::=
 <%((<s.ruleName; format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<s.escapedName> =
<rhsChunks>;%>

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.Add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <tokenType.(t.escapedName)>"
TokenTypeDecl(t)
 ::= "int <tokenType.(t.escapedName)>;"
TokenListDecl(t) ::= "IList\<IToken> <tokenType.(t.escapedName)> = new List\<IToken>()"
RuleContextDecl(r) ::= "<r.ctxName> <r.escapedName>"
RuleContextListDecl(rdecl) ::= "IList\<<rdecl.ctxName>> <rdecl.escapedName> = new List\<<rdecl.ctxName>>()"
```

```
contextGetterCollection(elementType) ::= <%
<elementType>[]
%>

ContextTokenGetterDecl(t)      ::=
   "[System.Diagnostics.DebuggerNonUserCode] public ITerminalNode <tokenType.(t.name)>() { return
GetToken(<parser.name>.<tokenType.(t.name)>, 0); }"
ContextTokenListGetterDecl(t)  ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <contextGetterCollection("ITerminalNode")>
<tokenType.(t.name)>() { return GetTokens(<parser.name>.<tokenType.(t.name)>); }
>>
ContextTokenListIndexedGetterDecl(t)  ::= <<
[System.Diagnostics.DebuggerNonUserCode] public ITerminalNode <tokenType.(t.name)>(int i) {
 return GetToken(<parser.name>.<tokenType.(t.name)>, i);
}
>>
ContextRuleGetterDecl(r)       ::= <<
[System.Diagnostics.DebuggerNonUserCode]
 public <r.ctxName> <r.escapedName>() {
 return GetRuleContext\<<r.ctxName>\>(0);
}
>>
ContextRuleListGetterDecl(r)   ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <contextGetterCollection({<r.ctxName>})>
<r.escapedName>() {
 return GetRuleContexts\<<r.ctxName>\>();
}
>>
ContextRuleListIndexedGetterDecl(r)   ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <r.ctxName> <r.escapedName>(int i) {
 return GetRuleContext\<<r.ctxName>\>(i);
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenType.(tokenName)>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "_<label>"

CaptureNextToken(d) ::= "<d.varName> = TokenStream.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = TokenStream.LA(1);"
```

```
StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,signatures,
        superClass={ParserRuleContext}) ::= <<
public partial class <struct.escapedName> :
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces;
separator=", "><endif> {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <if(ctorAttrs)>public <struct.escapedName>(ParserRuleContext parent, int invokingState) : base(parent,
invokingState) { }<endif>
 public <struct.escapedName>(ParserRuleContext parent, int invokingState<ctorAttrs:{a | , <a>}>)
  : base(parent, invokingState)
 {
  <struct.ctorAttrs:{a | this.<a.escapedName> = <a.escapedName>;}; separator="\n">
 }
 public override int RuleIndex { get { return RULE_<struct.derivedFromName>; } }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 public <struct.escapedName>() { }
 public virtual void CopyFrom(<struct.escapedName> context) {
  base.CopyFrom(context);
  <struct.attrs:{a
 | this.<a.escapedName> = context.<a.escapedName>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
public partial class <struct.escapedName> : <currentRule.name; format="cap">Context {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 public <struct.escapedName>(<currentRule.name; format="cap">Context context) { CopyFrom(context); }
 <dispatchMethods; separator="\n">
}
>>

ListenerDispatchMethod(method) ::= <<
[System.Diagnostics.DebuggerNonUserCode]
public override void <if(method.isEnter)>Enter<else>Exit<endif>Rule(IParseTreeListener listener) {
 I<parser.grammarName>Listener typedListener = listener as I<parser.grammarName>Listener;
 if (typedListener != null) typedListener.<if(method.isEnter)>Enter<else>Exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

VisitorDispatchMethod(method) ::= <<
```

```
[System.Diagnostics.DebuggerNonUserCode]
public
 override TResult Accept\<TResult>(IParseTreeVisitor\<TResult> visitor) {
 I<parser.grammarName>Visitor\<TResult> typedVisitor = visitor as I<parser.grammarName>Visitor\<TResult>;
 if (typedVisitor != null) return typedVisitor.Visit<struct.derivedFromName; format="cap">(this);
 else return visitor.VisitChildren(this);
}
>>

AttributeDecl(d) ::= "<d.type> <d.escapedName><if(d.initValue)> = <d.initValue><endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)><typedContext(x.ctx)>.<endif><x.escapedName>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "<typedContext(actionChunk.ctx)>"

// only casts _localctx to the type when the cast isn't redundant (i.e. to a sub-context for a labeled alt)
typedContext(ctx) ::= "<if(ctx.provideCopyFrom)>((<ctx.name>)_localctx)<else>_localctx<endif>"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)
  ::= "Precpred(Context, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"
recRuleSetStopToken()                ::= "Context.Stop = TokenStream.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = new <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.Add(_prevctx);
<else>
_localctx.<label> = _prevctx;
<endif>
<endif>
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
_parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel; format="cap">Context)_localctx).<label>.Add(_prevctx);
<else>
((<currentAltLabel; format="cap">Context)_localctx).<label> = _prevctx;
<endif>
<endif>
```

```
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName)
 ::= <<
_localctx = new <ctxName>Context(_localctx);
Context = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( ParseListeners!=null )
 TriggerExitRuleEvent();
_prevctx = _localctx;
>>


LexerFile(file, lexer, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
using DFA = Antlr4.Runtime.Dfa.DFA;

<lexer>
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <lexer.name> : <superClass; null="Lexer"> {
 protected static DFA[] decisionToDFA;
 protected static PredictionContextCache sharedContextCache = new PredictionContextCache();
 <if(lexer.tokens)>
 public
 const int
  <lexer.tokens:{k | <tokenType.(k)>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
```

```
<if(lexer.escapedChannels)>
public const int
 <lexer.escapedChannels:{k | <k>=<lexer.escapedChannels.(k)>}; separator=", ", wrap, anchor>;
<endif>
<if(rest(lexer.escapedModeNames))>
public const int
 <rest(lexer.escapedModeNames):{m | <m>=<i>}; separator=", ", wrap, anchor>;
<endif>
public static string[] channelNames = {
 "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channelNames)>, <lexer.channelNames:{c| "<c>"};
separator=", ", wrap, anchor><endif>
};

public static string[] modeNames = {
 <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
};

public static readonly string[] ruleNames = {
 <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
};

<namedActions.members>

public <lexer.name>(ICharStream input)
: this(input, Console.Out, Console.Error) { }

public <lexer.name>(ICharStream input, TextWriter output, TextWriter errorOutput)
:
base(input, output, errorOutput)
{
 Interpreter = new LexerATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
}

<vocabulary(lexer.literalNames, lexer.symbolicNames)>

public override string GrammarFileName { get { return "<lexer.grammarFileName>"; } }

public override string[] RuleNames { get { return ruleNames; } }

public override string[] ChannelNames { get { return channelNames; } }

public override string[] ModeNames { get { return modeNames; } }

public override int[] SerializedAtn { get { return _serializedATN; } }

static <lexer.name>() {
 decisionToDFA = new DFA[_ATN.NumberOfDecisions];
 for (int i = 0; i \< _ATN.NumberOfDecisions; i++) {
```

```
   decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i), i);
  }
 }
 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 <atn>
}
>>

SerializedATN(model) ::= <<
private static int[] _serializedATN = {
 <model.serialized: {s | <s>}; separator=",", wrap>
};

public static readonly ATN _ATN =
 new ATNDeserializer().Deserialize(_serializedATN);



>>

initValue(typeName)
 ::= <<
default(<typeName>)
>>

codeFileExtension() ::= ".cs"

modeName ::= [
 "DEFAULT_MODE" : "DefaultMode",
 default : key
]

channelName ::= [
 "HIDDEN" : "Hidden",
 "DEFAULT_TOKEN_CHANNEL" : "DefaultTokenChannel",
 default : key
]

tokenType ::= [
 "EOF" : "Eof",
 default : key
]
```

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/codegen/CSharp/CSharp.stg
No license file was found, but licenses were detected in source scan.

```
/*
[The "BSD licence"]
```

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*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage() ::= "true"

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/tool/templates/messages/formats/vs2005.stg
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*/

Found in path(s):
* /antlr4-4-13-0-sources-1-jar/org/antlr/v4/parse/ANTLRLexer.java

1.228 joda-time 2.12.5

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1.229 byte-buddy 1.14.7

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1.230 distro 1.9.0

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1.238 plexus-utils 3.3.0

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* /swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/ExampleProperty.java
* /swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/ApiResponse.java
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/swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/ApiImplicitParam.java
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* /swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/Tag.java
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/swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/ApiOperation.java
* /swagger-annotations-1-5-20-sources-1-jar/io/swagger/annotations/ApiModel.java
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1.240 jakarta xml bind api 3.0.0

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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/update/UpdateSet.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/UnsupportedStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/ArrayConstructor.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/PurgeStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/OracleNamedFunctionParameter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/conditional/XorExpression.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/ConnectByRootOperator.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/insert/ConflictActionType.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/GeometryDistance.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/insert/InsertConflictAction.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/OverlapsCondition.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/insert/InsertConflictTarget.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/WindowDefinition.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/AnalyzeValidator.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/ReferentialAction.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/grant/Grant.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/feature/FeatureContext.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/schema/Synonym.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/feature/FeatureSet.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/AlterSequenceDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/Validator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/feature/Version.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/ParseContext.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/AbstractDeParser.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/feature/OracleVersion.java
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/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/CreateFunctionalStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/metadata/DatabaseMetaDataValidation.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/metadata/Named.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/metadata/DatabaseException.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/AlterSessionValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/table/RowMovementMode.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/metadata/JdbcDatabaseMetaDataCapability.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/GrantDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/AlterSequenceValidator.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/ParseException.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/show/ShowTablesStatement.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/allowedtypes/AllowedTypesContext.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/feature/FeatureConfiguration.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/AbstractJSqlParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/ValidationError.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/feature/FeatureSetValidation.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/feature/FeaturesAllowed.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/ParseCapability.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/feature/Feature.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/synonym/CreateSynonym.java
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 JSQLParser library
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/CCJSqlParserVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/Node.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/ParseException.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/merge/MergeOperationVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/MergeDeParser.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/JJTCCJSqlParserState.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/StreamProvider.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/CCJSqlParserTreeConstants.java
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 /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/StringProvider.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/SimpleNode.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/Token.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/CCJSqlParserDefaultVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/merge/MergeOperationVisitorAdapter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/merge/MergeOperation.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/TokenMgrException.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/Provider.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/CCJSqlParserConstants.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/sequence/CreateSequence.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/CreateSynonymValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/CreateSequenceDeParser.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/conditional/OrExpression.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/update/Update.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/OracleHint.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/AnalyticExpression.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/StatementVisitorAdapter.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/JSqlParser.java
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* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/UseStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/schema/CreateSchema.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SelectItem.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/merge/Merge.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/CaseExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/Alias.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/Division.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/Between.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/alter/AlterExpression.java
*
 /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SelectVisitorAdapter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/JsonExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/ShowStatementDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/ExecuteValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/GroupByValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/RefreshMaterializedViewStatementDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/AnyComparisonExpression.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/refresh/RefreshMaterializedViewStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/BitwiseLeftShift.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/UnPivot.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/ValuesStatementValidator.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/merge/MergeUpdate.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/WhenClause.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/ShowColumnsStatementValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/LikeExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/ShowStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/RegExpMatchOperator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/OrderByDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/table/NamedConstraint.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/Addition.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/IntoTableVisitorAdapter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/ShowIndexStatementValidator.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/Subtraction.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/DateValue.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/FilterOverImpl.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/GroupByElement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/VariableAssignment.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/AnyType.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/cnfexpression/MultipleExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/index/CreateIndex.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/GroupByVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/FullTextSearch.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/delete/Delete.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/cnfexpression/CNFConverter.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/Function.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/ValuesStatementDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/BitwiseXor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/AllColumns.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/BitwiseAnd.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/AnalyticType.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/IsBooleanExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/BinaryExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/OrderByVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/BitwiseRightShift.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/table/CreateTable.java
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/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/cnfexpression/MultiAndExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/CreateTableDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/conditional/AndExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/TimeKeyExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Offset.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Pivot.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/ExtractExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/NotExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/CollateExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/Statements.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/view/AlterView.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/ShowColumnsStatement.java
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/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SelectVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/schema/Server.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/alter/DeferrableConstraint.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/arithmetic/BitwiseOr.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/ResetStatementDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/SelectUtils.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/insert/InsertModifierPriority.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/Matches.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/ExpressionValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/StatementValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/UseStatementDeParser.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/alter/EnableConstraint.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/HexValue.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/JdbcParameter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Skip.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/OrderByElement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/ShowIndexStatementDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/AllValue.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/NamedExpressionList.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/PivotVisitorAdapter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/JdbcNamedParameter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/TimestampValue.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/cnfexpression/MultiOrExpression.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/RegExpMatchOperatorType.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Select.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/ExpressionListDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/ExceptOp.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/view/ForceOption.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/GroupByDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/TableFunction.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/ExistsExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Top.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/IsNullExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SetOperation.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/AddAliasesVisitor.java
*
/jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/PlainSelect.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/ArrayExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/view/AutoRefreshOption.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/cnfexpression/CloneHelper.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/AlterSessionDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/InsertDeParser.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/PartitionByClause.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/KeepExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SelectItemVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/validation/validator/UseStatementValidator.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/TimezoneExpression.java
*
 /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/Block.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Distinct.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/parser/SimpleCharStream.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/ConnectExpressionsVisitor.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/drop/Drop.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/create/table/ForeignKeyIndex.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/Expression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/ExpressionVisitorAdapter.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/execute/Execute.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Values.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/ExplainStatement.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/Wait.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/deparser/StatementDeParser.java
No license file was found, but licenses were detected in source scan.

/*-
* #%L
* JSQLParser library
* %%
* Copyright (C) 2004 - 2023 JSQLParser
* %%
* Dual licensed under GNU LGPL 2.1 or Apache License 2.0
* #L%
*/

Found in path(s):
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/TranscodingFunction.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/ForClause.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/ParenthesedSelect.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/DoubleAnd.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/ParenthesedExpressionList.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/SampleClause.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/LateralView.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/ContainedBy.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/MemberOfExpression.java
*
 /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/upsert/UpsertType.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/JoinHint.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/operators/relational/Contains.java

* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/ReturningClause.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/TrimFunction.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/expression/RangeExpression.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/statement/select/ForMode.java
* /jsqlparser-4-9-sources-jar/net/sf/jsqlparser/util/PerformanceTest.java
No license file was found, but licenses were detected in source scan.

/*-
 * #%L
 * JSQLParser library
 * %%
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 * %%
 * Dual licensed under GNU LGPL 2.1 or Apache License 2.0
 * #L%
 */

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* /jsqlparser-4-9-sources-jar/META-INF/maven/com.github.jsqlparser/jsqlparser/pom.xml

1.242 lucene-facet 3.6.0

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The snowball stemmers in
 contrib/analyzers/common/src/java/net/sf/snowball
were developed by Martin Porter and Richard Boulton.
The snowball stopword lists in
 contrib/analyzers/common/src/resources/org/apache/lucene/analysis/snowball
were developed by Martin Porter and Richard Boulton.
The full snowball package is available from
 http://snowball.tartarus.org/

The KStem stemmer in

common/src/org/apache/lucene/analysis/en
was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst)
under the BSD-license.

The Arabic,Persian,Romanian,Bulgarian, and Hindi analyzers (contrib/analyzers) come with a default stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
http://members.unine.ch/jacques.savoy/clef/index.html.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:
contrib/analyzers/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

The
Stempel analyzer (contrib/analyzers) includes BSD-licensed software developed
by the Egothor project http://egothor.sf.net/, created by Leo Galambos, Martin Kvapil,
and Edmond Nolan.

The Polish analyzer (contrib/analyzers) comes with a default
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in contrib/analyzers/stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt.
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The class org.apache.lucene.SorterTemplate was inspired by CGLIB's class with
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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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This software includes a binary and/or source version of data from

 mecab-ipadic-2.7.0-20070801

which can be obtained from

 http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

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 http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz

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1.243 jackson-databind 2.15.2

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1.244 pgpassfile 1.0.0

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1.245 cxf-rt-frontend-jaxrs 3.5.10

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1.246 httpcomponents-client 5.5

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1.247 netty-resolver-dns-native-macos 4.1.125.Final

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver-dns-native-macos.osx-x86_64
Built-By: runner
Bnd-LastModified: 1756889563920
Specification-Title: Netty/Resolver/DNS/Native/MacOS
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional
Fragment-Host: io.netty.resolver-dns-classes-macos
Bundle-Name: Netty/Resolver/DNS/Native/MacOS
Bundle-NativeCode: META-INF/native/libnetty_resolver_dns_native_macos_
x86_64.jnilib; osname=MacOSX; processor=x86_64
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Resolver/DNS/Native/MacOS
Bundle-Description: Netty is an asynchronous event-driven network appl

ication
framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.resolver.dns.macos.osx.x86_64
Implementation-Version: 4.1.125.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8
Bundle-Version: 4.1.125.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_462
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-resolver-dns-native-macos/

Found in path(s):
* /netty-resolver-dns-native-macos-4-1-125-final-osx-x86-64-jar/META-INF/MANIFEST.MF
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/opt/cola/permits/2640411415_1759667937.0575294/0/netty-resolver-dns-native-macos-4-1-125-final-osx-x86-64-jar/META-INF/maven/io.netty/netty-resolver-dns-native-macos/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.248 jspecify 1.0.0

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Manifest-Version: 1.0
Bundle-Description: An artifact of well-specified annotations to power
static analysis checks and JVM language interop.
Bundle-DocURL: https://jspecify.dev/docs/start-here
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-ManifestVersion: 2
Bundle-Name: JSpecify annotations
Bundle-SymbolicName: org.jspecify.jspecify
Bundle-Vendor: The JSpecify Authors
Bundle-Version: 1.0.0
Export-Package: org.jspecify.annotations;version="1.0.0"
Implementation-Version: 1.0.0
Import-Package: java.lang,java.lang.annotation

Multi-Release: true
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

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1.249 bzip2 1.0.8-r6

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1.250 grpc-protobuf-lite 1.55.3

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1.251 micrometer-observation 1.13.15

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* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/docs/package-info.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/package-info.java
*
/micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/ReceiverContext.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/KeyValuesConvention.java
* /micrometer-observation-1-13-15-sources-
jar/io/micrometer/observation/aop/ObservedAspectObservationDocumentation.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/ResponseContext.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationTextPublisher.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/SenderContext.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/Observation.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationFilter.java
* /micrometer-observation-1-13-15-sources-
jar/io/micrometer/observation/transport/RequestReplySenderContext.java
* /micrometer-observation-1-13-15-sources-
jar/io/micrometer/observation/transport/RequestReplyReceiverContext.java
*
/micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/annotation/Observed.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/docs/ObservationDocumentation.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservationRegistry.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/Propagator.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationHandler.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationView.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/SimpleObservationRegistry.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/contextpropagation/package-info.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/aop/ObservedAspect.java
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* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/SimpleObservation.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservationConfig.java
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* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationRegistry.java
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1.252 codegangsta-cli 1.20.0

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1.253 jaxb2-basics-runtime 1.11.1

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1.254 springdoc-openapi-starter-common 2.8.13

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DOM Level 3 Core Specification v1.0

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	GL/wglext.h	Khronos
	KHR/khrplatform.h	Khronos

****

---
include/GL/gl.h :

Mesa 3-D
graphics library

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1.261 netty-codec 4.1.125.Final

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1.262 trilead-ssh build213-svnkit-1.3-patch

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1.263 kryo 4.0.0

1.264 reflectasm 1.11.3

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1.265 commons-net 3.9.0

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1.266 musl 1.2.5-r21

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```
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
```

```
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"
```

```
prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
```

```
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
SUCH DAMAGE.
Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
```

```
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
```

```
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)
```

```
#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
    (var) != LIST_END(head);     \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&     \
    ((tvar) = LIST_NEXT((var), field), 1);   \
```

```
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
```

```
    &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
     &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
```

```
}

#define SIMPLEQ_HEAD_INITIALIZER(head)    \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))
```

```
/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))
```

```
#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
```

```
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =    \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
```

```
 (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else        \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else        \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
       (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
       *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
```

```
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
```

```
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))



#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
```

```
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
```

```
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
```

```
 (head)->cqh_first = (elm);    \
 else       \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
 (head)->cqh_last = (elm);    \
 else       \
 (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
 (head)->cqh_first = (elm);    \
 else       \
 (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
 (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
 (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
 (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
 (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
 (var) != CIRCLEQ_ENDC(head);    \
```

```
 (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x
```

```
#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}
```

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
```

```
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
```

```
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
```

```
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
         \
```

```
/* Splay with either the minimum or the maximum element  \
* Used to find minimum or maximum element in tree.  \
*/       \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{       \
 struct type __node, *__left, *__right, *__tmp;  \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
\
 while (1) {      \
  if (__comp < 0) {    \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {   \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp > 0) {   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }      \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))
```

```
#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */  \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {     \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {    \
 RB_PARENT(elm, field) = parent;    \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;    \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;    \
} while (/*CONSTCOND*/ 0)
```

```
#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
```

```
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
```

```
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
```

```
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
    } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
     }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
```

```
 }      \
 }      \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}       \
       \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
```

```
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}       \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
```

```
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
```

```
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
```

```
        \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))
```

```
#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

```
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# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
```

```
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.267 grpc-opentelemetry 1.66.0

1.267.1 Available under license :

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1.268 netty-resolver-dns-classes-macos 4.1.125.Final

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1.269 nkeys 0.4.7

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contrib/analyzers/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
contrib/analyzers/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt
See
 http://members.unine.ch/jacques.savoy/clef/index.html.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers
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contrib/analyzers/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
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contrib/analyzers/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
contrib/analyzers/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
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contrib/analyzers/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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1.273 swagger-ui 4.18.2

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1.274 yang-parser-api 7.0.7

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* /yang-parser-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/api/YangParserException.java
* /yang-parser-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/api/YangParser.java
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* /yang-parser-api-7-0-7-sources-
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1.275 log4j-1.2-api 2.17.1

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* /ini4j-0-5-4-sources-jar/org/ini4j/Registry.java
* /ini4j-0-5-4-sources-jar/org/ini4j/BasicRegistryKey.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsParser.java
* /ini4j-0-5-4-sources-jar/org/ini4j/Reg.java
*
 /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniSource.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractProfileBuilder.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractParser.java
* /ini4j-0-5-4-sources-jar/org/ini4j/Persistable.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniHandler.java
* /ini4j-0-5-4-sources-jar/org/ini4j/BasicProfile.java
* /ini4j-0-5-4-sources-jar/org/ini4j/CommentedMap.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniFormatter.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/BeanTool.java
* /ini4j-0-5-4-sources-jar/org/ini4j/BasicOptionMap.java
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* /ini4j-0-5-4-sources-jar/org/ini4j/MultiMap.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/UnicodeInputStreamReader.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractFormatter.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsBuilder.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsFormatter.java
* /ini4j-0-5-4-sources-jar/org/ini4j/Profile.java
*
 /ini4j-0-5-4-sources-jar/org/ini4j/IniPreferencesFactory.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/ServiceFinder.java
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* /ini4j-0-5-4-sources-jar/org/ini4j/Wini.java
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* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractBeanInvocationHandler.java
* /ini4j-0-5-4-sources-jar/org/ini4j/spi/HandlerBase.java
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* /ini4j-0-5-4-sources-jar/org/ini4j/spi/RegBuilder.java
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* /ini4j-0-5-4-sources-jar/org/ini4j/Ini.java
* /ini4j-0-5-4-sources-jar/org/ini4j/Options.java

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1.279 jaraco.collections 5.1.0

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1.280 snappy-java 1.1.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1695799258578
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8
6_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/nati
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Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.5
Created-By: 11.0.20 (Azul Systems, Inc.)
Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java
Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.5
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
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6,org.xerial.snappy.native.Mac.x86_64,org.xerial.snappy.native,org.xe
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Windows.x86_64
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

Found in path(s):
* /snappy-java-1-1-10-5-1-jar/META-INF/MANIFEST.MF

1.281 fast-infoset 2.1.1

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* Project: https://maven.apache.org/shared/file-management/
*
 Source:
  https://svn.apache.org/viewvc/maven/shared/tags/file-management-3.0.0/

JUnit (4.12)

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maven-compat (3.5.2)

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* Project: https://maven.apache.org/ref/3.5.2/maven-compat/
* Source:
  https://mvnrepository.com/artifact/org.apache.maven/maven-compat/3.5.2

maven-core (3.5.2)

* License: Apache-2.0
* Project: https://maven.apache.org/ref/3.5.2/maven-core/index.html
* Source: https://mvnrepository.com/artifact/org.apache.maven/maven-core/3.5.2

maven-plugin-annotations (3.5)

* License: Apache-2.0
* Project: https://maven.apache.org/plugin-tools/maven-plugin-annotations/
* Source:
  https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations

maven-plugin-api (3.5.2)

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maven-resolver-transport-file (1.1.1)

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* Source:
https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file

maven-resolver-util (1.1.1)

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maven-settings (3.5.2)

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* Source:
https://mvnrepository.com/artifact/org.apache.maven/maven-settings/3.5.2

OSGi Service Platform Core Companion Code (6.0)

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plexus-archiver (3.5)

* License: Apache-2.0
* Project: https://codehaus-plexus.github.io/plexus-archiver/
* Source: https://github.com/codehaus-plexus/plexus-archiver

plexus-io (3.0.0)

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plexus-utils (3.1.0)

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relaxng-datatype
 (1.0)

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Sax (0.2)

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* Source: http://sourceforge.net/project/showfiles.php?group_id=29449

testng (6.14.2)

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* Project: https://testng.org/doc/index.html
* Source: https://github.com/cbeust/testng

wagon-http-lightweight (3.0.0)

* License: Pending
* Project: https://maven.apache.org/wagon/
* Source:
  https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0

xz for java (1.8)

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1.282 swagger 2.2.9

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1.285 semver 3.5.1+incompatible

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1.286 cxf-api 2.7.11

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1.287 zstd 1.5.7-r2

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1.288 zap 1.17.0

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* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/common/ScalarStyle.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/SequenceEndEvent.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/YamlEngineException.java
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* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/schema/FailsafeSchema.java
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1.293 ehcache 2.6.5

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*/
/**
    * Returns a list of all element keys in the cache, whether or not they are expired.
    * <p/>
    * The returned keys are unique and can almost be considered a set. See {@link net.sf.ehcache.store.CacheKeySet
CacheKeySet} for
    * more details.
    * <p/>
    * The List returned is not live. It is a copy.
     * <p/>
    * The time taken is O(n). On a single CPU 1.8Ghz P4, approximately 8ms is required
    * for each 1000 entries.
    *
    * @return a list of {@link Object} keys
    * @throws IllegalStateException if the cache is not {@link Status#STATUS_ALIVE}
    * @see net.sf.ehcache.store.CacheKeySet
    */
```

Found in path(s):
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/Cache.java
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```

Found in path(s):

* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/store/NoOpOnTimeoutStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/statistics/CacheUsageListener.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/WriteBehind.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/ClusterOperationCallable.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/regions/EhcacheCollectionRegion.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/compound/ReadWriteCopyStrategy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/LegacyStoreWrapper.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/distribution/RMICacheManagerPeerListener.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/ComprehensiveCacheSamplerImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/operations/DeleteAllOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/LargeSet.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/blocking/CacheEntryFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/ClusterOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/AtomicLongSequence.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/MemoryEfficientByteArrayOutputStream.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/NonstopExecutorServiceFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/FailSafeTimer.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/TransactionIDFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/exceptionhandler/CacheExceptionHandler.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/CacheManager.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/concurrency/NonStopCacheKeySet.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/generator/ConfigurationSource.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/sizeof/annotations/IgnoreSizeOf.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/CircularLossyQueue.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/SampledCache.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/Cache.java
*
 /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/constructs/nonstop/concurrency/NonstopThreadUniqueIdProvider.java

* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/ratestatistics/AtomicRateStatistic.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/VmUtils.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/CacheDecoratorFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/local/LocalTransactionContext.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/management/api/HibernateStats.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/CoalesceKeysFilter.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/NonStopCacheException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/Results.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/TransactionException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/distribution/CacheManagerPeerListener.java
*
/ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/LfuPolicy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/operations/KeyBasedOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/SoftLockManagerImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/ccs/EhcacheNonstrictReadWriteCache.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/OperationConverter.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/SampledMBeanRegistrationProvider.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/CacheConfiguration.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/MemoryStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/TerracottaStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/SoftLock.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/EhcacheDecoratorAdapter.java
*
/ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/constructs/nonstop/concurrency/InvalidLockStateAfterRejoinException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/PropertyUtil.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/counter/sampled/SampledRateCounterConfig.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/expression/And.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/impl/DynamicSearchChecker.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/Statistics.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/loader/CacheLoader.java
* /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/hibernate/nonstop/NonstopAwareCollectionRegionAccessStrategy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/generator/model/SimpleNodeElement.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/manager/selector/GenericJndiSelector.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/Attribute.java
*
/ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/strategy/AbstractEhcacheAccessStrategy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/xa/XAExecutionListener.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/operations/WriteAllOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/provider/MBeanRegistrationProvider.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/exceptionhandler/ExceptionHandlingDynamicCacheProxy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/PoolEvictor.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/SampledCacheMBean.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/generator/model/NodeElement.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/counter/CounterImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/expression/AlwaysMatch.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/AbstractWriteBehindQueue.java

*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/ManagedCacheManagerPeerProvider.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/ratestatistics/AbstractRateStatistic.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/attribute/ReflectionAttributeExtractor.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/cluster/ClusterScheme.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/StripedReadWriteLockProvider.java
* /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/constructs/nonstop/concurrency/LockOperationTimedOutNonstopException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/SoftLockID.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/management/impl/NullHibernateStats.java
* /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/hibernate/strategy/NonStrictReadWriteEhcacheEntityRegionAccessStrategy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/generator/model/XMLGeneratorVisitor.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/NonstopExecutorServiceImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/ElementValueComparatorConfiguration.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/expression/EqualTo.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/CacheTransactionHelper.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/impl/AbstractBalancedAccessEvictor.java
* /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/constructs/nonstop/concurrency/ExplicitLockingClusterOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/xa/processor/XAThreadPool.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/SoftLockManager.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/Store.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/xa/ExpiredXidTransactionIDImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/TransactionID.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/distribution/CacheManagerPeerListenerFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/CacheStatistics.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/TransactionTimeoutException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/SlewClock.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/aggregator/Sum.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/distribution/EventMessage.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/management/api/EhcacheHibernateMBean.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/terracotta/ClusteredInstanceFactoryWrapper.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/impl/AbstractPool.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/cluster/CacheCluster.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/SetAsList.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/TransactionIDNotFoundException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/management/impl/CacheRegionUtils.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/DiskBackedMemoryStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/operations/DeleteOperation.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/CacheConfiguration.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/SampledCacheManager.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/management/impl/EntityStats.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/Pool.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/distribution/CacheReplicator.java

* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/attribute/DynamicAttributesExtractor.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/operations/SingleOperation.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/xa/XidTransactionIDImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/TierableStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/AbstractPolicy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/Status.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/TimeProviderLoader.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/MemoryStoreEvictionPolicy.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/manager/selector/NullSelector.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/impl/LockedPoolAccessor.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/expression/BaseCriteria.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/manager/selector/Selector.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/terracotta/TerracottaClusteredInstanceHelper.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/hibernate/AbstractEhcacheRegionFactory.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/CacheWriter.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/statistics/sampled/SampledCacheStatistics.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/expression/Not.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/XidTransactionIDSerializedForm.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/sampled/CacheSamplerImpl.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/CacheWriterFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/cluster/ClusterTopologyListener.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/counter/sampled/TimeStampedCounterValue.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/aggregator/Max.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/classloader/InternalClassLoaderAwareCache.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/CacheMBean.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/constructs/nonstop/NonstopExecutorService.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/pool/impl/AtomicPoolAccessor.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/writer/writebehind/WriteBehindQueueManager.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/transaction/local/LocalRecoveryManager.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/NotifyingMemoryStore.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/CacheStatisticsMBean.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/counter/sampled/SampledCounter.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/terracotta/InternalEhcache.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/MemoryUnit.java
* /ehcache-core-2-6-5-sources-1-
jar/net/sf/ehcache/management/provider/MBeanRegistrationProviderException.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/CacheKeySet.java
*
 /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/CopyStrategyConfiguration.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/util/ratestatistics/RateStatistic.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/search/Direction.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/config/FactoryConfiguration.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/loader/CacheLoaderFactory.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/disk/DiskSizeOfEngine.java
* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/management/ManagementService.java

* /ehcache-core-2-6-5-sources-1-
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* /ehcache-core-2-6-5-sources-1-jar/net/sf/ehcache/store/disk/ods/RegionSet.java
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1.294 servlet-api 2.5

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* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpServlet.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/FilterChain.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSession.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/FilterConfig.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequestEvent.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionActivationListener.java

* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpServletRequest.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequestAttributeListener.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletResponse.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletContextEvent.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionBindingListener.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequestWrapper.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletConfig.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpServletRequestWrapper.java
*
 /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionBindingEvent.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletResponseWrapper.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletContextListener.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/Filter.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/Servlet.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpServletResponseWrapper.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/RequestDispatcher.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequestListener.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionContext.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/UnavailableException.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequest.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionListener.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletContextAttributeEvent.java
*
 /servlet-api-2-5-sources-8-jar/javax/servlet/ServletException.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletRequestAttributeEvent.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpServletResponse.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/GenericServlet.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/SingleThreadModel.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletInputStream.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpUtils.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionEvent.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletOutputStream.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/Cookie.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/ServletContext.java
* /servlet-api-2-5-sources-8-jar/javax/servlet/http/HttpSessionAttributeListener.java
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CONFIDENTIAL. NONE means that the application does not
changed in transit. CONFIDENTIAL means that the application
CONFIDENTIAL flag will indicate that the use of SSL is
<xsd:enumeration value="CONFIDENTIAL"/>

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* /servlet-api-2-5-sources-8-jar/dtd/web-app_2_5.xsd
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* /servlet-api-2-5-sources-8-jar/dtd/jsp_2_1.xsd
* /servlet-api-2-5-sources-8-jar/dtd/javaee_web_services_client_1_2.xsd
* /servlet-api-2-5-sources-8-jar/dtd/javaee_5.xsd
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Found in path(s):
* /servlet-api-2-5-sources-8-jar/dtd/j2ee_1_4.xsd
* /servlet-api-2-5-sources-8-jar/dtd/jsp_2_0.xsd
* /servlet-api-2-5-sources-8-jar/dtd/j2ee_web_services_client_1_1.xsd
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* /servlet-api-2-5-sources-8-jar/javax/servlet/http/package.html

1.295 ezmorph 1.0.6

1.296 jetty-session 12.0.22

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 22
Implementation-Vendor: Eclipse Jetty Project
Implementation-Version: 12.0.22
SPDX-License-Identifier: EPL-2.0 OR Apache-2.0
url: https://jetty.org/
Bundle-Classpath: .
Bundle-Copyright: Copyright (c) 1995 Mort Bay Consulting Pty Ltd and oth
ers.
Bundle-Description: Jetty module for Core :: IO
Bundle-DocURL: https://jetty.org/
Bundle-License: https://www.eclipse.org/legal/epl-2.0/, https://www.apac
he.org/licenses/LICENSE-2.0
Bundle-ManifestVersion: 2
Bundle-Name: Core :: IO
Bundle-SymbolicName: org.eclipse.jetty.io
Bundle-Vendor: Eclipse Jetty Project
Bundle-Version: 12.0.22
Export-Package: org.eclipse.jetty.io;uses:="javax.net.ssl,org.eclipse.je
tty.util,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.compo
nent,org.eclipse.jetty.util.resource,org.eclipse.jetty.util.ssl,org.ecl
ipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.content;
 uses:="org.eclipse.jetty.io,org.eclipse.jetty.util,org.eclipse.jetty.ut
il.thread";version="12.0.22",org.eclipse.jetty.io.jmx;uses:="org.eclips
e.jetty.jmx,org.eclipse.jetty.util.annotation";version="12.0.22",org.ec
lipse.jetty.io.ssl;uses:="javax.net.ssl,org.eclipse.jetty.io,org.eclips
e.jetty.util.ssl";version="12.0.22"
Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lan
g.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio

.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,j
ava.time.format,java.time.temporal,java.util,java.util.concurrent,java.
util.concurrent.atomic,java.util.concurrent.locks,java.util.function,ja
va.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13
)";resolution:=optional,org.eclipse.jetty.util;version="[12.0.22,13)",o
rg.eclipse.jetty.util.annotation;version="[12.0.22,13)",org.eclipse.jet
ty.util.component;version="[12.0.22,13)",org.eclipse.jetty.util.resourc
e;version="[12.0.22,13)",org.eclipse.jetty.util.ssl;version="[12.0.22,1
3)",org.eclipse.jetty.util.statistic;version="[12.0.22,13)",org.eclipse
.jetty.util.thread;version="[12.0.22,13)",org.eclipse.jetty.util.thread
.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",or
g.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /jetty-zip/file.txt

1.297 jandex 2.0.5.Final

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1.298 jboss-transaction-api 1.1.1.Final

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1.299 jboss-logging 3.5.3.Final

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1.302 etcd-api 3.5.16

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1.303 hibernate 6.6.26.Final

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*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/internal/ReattachVisitor.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/OracleBooleanJdbcType.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/source/spi/EntityHierarchySource.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/spi/AbstractDelegatingSessionFactoryOptions.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/binder/internal/AttributeAccessorBinder.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/model/source/spi/PluralAttributeElementSourceManyToAny.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/id/enhanced/PooledOptimizer.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/processing/GenericDialect.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/source/spi/EmbeddableMapping.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/grammars/importsql/SqlScriptLexer.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/OracleEnumJdbcType.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/bytecode/enhance/spi/Enhancer.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/model/source/internal/hbm/AbstractPluralAttributeSourceImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/hbm/spi/ConfigParameterContainer.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/cursor/spi/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/collections/JoinedList.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/internal/DefaultUpdateEventListener.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/spi/MetadataSourcesContributor.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/pagination/Oracle12LimitHandler.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/internal/NaturalIdResolutionsImpl.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/LobHelper.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/spi/AbstractCollectionEvent.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/StatelessSessionImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/dialect/spi/BasicDialectResolver.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/OracleJdbcHelper.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/source/spi/EmbeddedAttributeMapping.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/registry/package-info.java
* /hibernate-core-6-6-26-final-sources-

jar/org/hibernate/tool/schema/internal/StandardAuxiliaryDatabaseObjectExporter.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/bytecode/enhance/internal/tracker/NoopCollectionTracker.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/tool/schema/internal/HibernateSchemaManagementTool.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/AssociationType.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/model/source/internal/hbm/SingularIdentifierAttributeSourceImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/service/spi/DuplicationStrategy.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/resource/transaction/backend/jta/internal/JtaTransactionAdapterUserTransactionImpl.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/OC4JJtaPlatform.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/StringHelper.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jdbc/AbstractReturningWork.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/resource/transaction/backend/jta/internal/JtaTransactionAdapter.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/identity/IdentityColumnSupportImpl.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/CacheModeType.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jndi/internal/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/internal/PostInsertEventListenerStandardImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/DiscriminatorFormula.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/action/internal/CollectionRecreateAction.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/event/spi/HibernateMonitoringEvent.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cache/RegionFactory.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/spi/ClassLoaderAccess.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/ColumnDefault.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/resource/transaction/LocalSynchronizationException.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/FetchStyle.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/spi/SessionImplementor.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/archive/scan/internal/StandardScanOptions.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/property/access/spi/Setter.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/tool/schema/extract/internal/SequenceInformationExtractorTiDBDatabaseImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/spi/JdbcServices.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/tool/schema/internal/ExceptionHandlerLoggedImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/walking/spi/AttributeSource.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/transaction/spi/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/boot/spi/EntityManagerFactoryBuilder.java
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*/
// public DomainResult createDomainResult(

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/expression/SqmLiteralEntityType.java
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*/
/*
* Written by Doug Lea with assistance from members of JCP JSR-166
* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain
*
* Modified for https://jira.jboss.org/jira/browse/ISPN-299
* Includes ideas described in http://portal.acm.org/citation.cfm?id=1547428
*
*/
/**
* A hash table supporting full concurrency of retrievals and
* adjustable expected concurrency for updates. This class obeys the
* same functional specification as {@link java.util.Hashtable}, and
* includes versions of methods corresponding to each method of
* {@code Hashtable}. However, even though all operations are
* thread-safe, retrieval operations
 do not entail locking,
* and there is not any support for locking the entire table
* in a way that prevents all access. This class is fully
* interoperable with {@code Hashtable} in programs that rely on its
* thread safety but not on its synchronization details.
* <p>
* <p> Retrieval operations (including {@code get}) generally do not
* block, so may overlap with update operations (including
* {@code put} and {@code remove}). Retrievals reflect the results
* of the most recently completed update operations holding
* upon their onset. For aggregate operations such as {@code putAll}
* and {@code clear}, concurrent retrievals may reflect insertion or
* removal of only some entries. Similarly, Iterators and
* Enumerations return elements reflecting the state of the hash table
* at some point at or since the creation of the iterator/enumeration.
* They do not throw {@link java.util.ConcurrentModificationException}.
* However,

iterators are designed to be used by only one thread at a time.
*
* The allowed concurrency among update operations is guided by
* the optional {@code concurrencyLevel} constructor argument
* (default {@code 16}), which is used as a hint for internal sizing. The
* table is internally partitioned to try to permit the indicated
* number of concurrent updates without contention. Because placement
* in hash tables is essentially random, the actual concurrency will
* vary. Ideally, you should choose a value to accommodate as many
* threads as will ever concurrently modify the table. Using a
* significantly higher value than you need can waste space and time,
* and a significantly lower value can lead to thread contention. But
* overestimates and underestimates within an order of magnitude do
* not usually have much noticeable impact. A value of one is
* appropriate when it is known that only one thread will modify and
* all others will only read. Also, resizing this
 or any other kind of
* hash table is a relatively slow operation, so, when possible, it is
* a good idea to provide estimates of expected table sizes in
* constructors.
*
* This class and its views and iterators implement all of the
* optional methods of the {@link Map} and {@link Iterator}
* interfaces.
*
* This class is copied from Infinispan, and was originally written
* by Doug Lea with assistance from members of JCP JSR-166 Expert Group and
* released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain
*
*
* Like {@link java.util.Hashtable} but unlike {@link HashMap}, this class
* does not allow {@code null} to be used as a key or value.
*
* @param <K> the type of keys maintained by this map
* @param <V> the type of mapped values
*
* @author Doug Lea
*/

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/collections/BoundedConcurrentHashMap.java
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*/
/**
  * In {@linkplain jakarta.persistence.InheritanceType#SINGLE_TABLE single table}
  * inheritance, subclasses share a table with the root class by definition. But
  * for {@linkplain jakarta.persistence.InheritanceType#JOINED joined} or
  * {@linkplain jakarta.persistence.InheritanceType#TABLE_PER_CLASS union} mappings,
  * the subclasses are assumed to occupy distinct tables, and it's an error to map
  * two subclasses to the same table.
  * <p>
  * As a special exception to this, if a joined inheritance hierarchy defines an
  * explicit {@link jakarta.persistence.DiscriminatorColumn}, we tolerate table
  * duplication among the subclasses, but we must "force" the discriminator to

 * account for this. (See issue HHH-14526.)
  */

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/mapping/RootClass.java
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*/
/**
* JTA platform implementation intended for use with WebSphere Application Server (WAS).
* <p>
* WAS, unlike every other app server on the planet, does not allow direct access to the JTS TransactionManager.
* Instead, for common transaction-related tasks users must utilize a proprietary API known as
ExtendedJTATransaction.
* <p>
* Even more unfortunate, the exact TransactionManagerLookup to use inside of WAS is highly dependent upon
*   WAS version
*   the WAS container in which Hibernate will be utilized
*
* <p>
* This class is reported to work on WAS version 6 in any of the standard J2EE/Java EE component containers.
*
* @author Gavin
 King
* @author Jesper Udby
* @author Steve Ebersole
*/

Found in path(s):

* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/WebSphereExtendedJtaPlatform.java
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Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/hibernate-mapping-3.0.dtd
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/hibernate-configuration-3.0.dtd
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*/
/**
 * Use the proprietary WITH ROLLUP or WITH CUBE clause.
 */

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/GroupBySummarizationRenderingStrategy.java
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#

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/META-INF/services/jakarta.persistence.spi.PersistenceProvider
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*/
/**
 * Must do the following:
 *

```
 *    <li>
 *       obtain a {@link ResultSet} containing a row for any existing
 *       catalog/schema/table/column combination as specified by the
 *       {@code catalog}, {@code schemaPattern}, {@code tableNamePattern},
 *       and {@code columnNamePattern} parameters described below.
 *       The {@link ResultSet} must contain the following, consistent with the
 *       corresponding columns returned by {@link DatabaseMetaData#getColumns}
 *       <ul>
 *          <li>column label {@link #getResultSetTableNameLabel} for table name</li>
 *          <li>column label {@link #getResultSetColumnNameLabel} for column
name</li>
 *          <li>column label {@link #getResultSetSqlTypeCodeLabel} SQL type code from java.sql.Types</li>
 *          <li>column label {@link #getResultSetTypeNameLabel} for database column type name</li>
 *          <li>column label {@link #getResultSetColumnSizeLabel} for column size</li>
 *          <li>column label {@link #getResultSetDecimalDigitsLabel} for number of fractional digits</li>
 *          <li>column label {@link #getResultSetIsNullableLabel} for nullability</li>
 *       </ul>
 *       Rows must be ordered by catalog, schema, table name, and column position.
 *    </li>
 *    <li> execute {@code processor.process( resultSet )};</li>
 *    <li>
 *       release resources whether {@code processor.process( resultSet )}
 *       executes successfully or not.
 *    </li>
 * </ol>
 * <p>
 * The {@code catalog}, {@code schemaPattern}, {@code tableNamePattern},
 * and {@code columnNamePattern} parameters are as
 * specified
by {@link DatabaseMetaData#getColumns(String, String, String, String)},
 * and are copied here:
 * <p>
 * @param catalog – a catalog name; must match the catalog name as it is
 *                stored in the database; "" retrieves those without
 *                a catalog; null means that the catalog name should
 *                not be used to narrow the search
 * @param schemaPattern – a schema name pattern; must match the schema
 *                    name as it is stored in the database; ""
 *                    retrieves those without a schema; null means
 *                    that the schema name should not be used to
 *                    narrow the search
 * @param tableNamePattern – a table name pattern; must match the table
 *                      name as it is stored in the database
 * @param columnNamePattern – a column name pattern; must match the
 *                       column name as it is stored in the database

* @param processor - the provided ResultSetProcessor.
 * @param <T> - defined by {@code processor}
```

```
 * @return - defined by {@code processor}
 * @throws SQLException - if a database error occurs
 */
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/tool/schema/extract/internal/AbstractInformationExtractorImpl.java
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```
/*
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*/
/**
 * Used to pass a CDI {@link jakarta.enterprise.inject.spi.BeanManager} to
 * Hibernate.
 * <p>
 * According to the JPA specification, the {@code BeanManager} should be
 * passed at boot time and be ready for immediate use at that time. But
 * not all environments can do this (WildFly, for example). To accommodate
 * such environments, Hibernate provides two options: <ol>
 *     <li> A proprietary CDI extension SPI (which has been proposed to the CDI
 *         spec group as a standard option) which can be used to provide delayed
 *         {@code BeanManager} access: to use this solution, the reference passed
 *         as the {@code BeanManager} during bootstrap should
 be typed as
 *         {@link org.hibernate.resource.beans.container.spi.ExtendedBeanManager}.
 *     <li> Delayed access to the {@code BeanManager} reference: here, Hibernate
 *         will not access the reference passed as the {@code BeanManager} during
 *         bootstrap until it is first needed. Note, however, that this has the
 *         effect of delaying the detection of any deployment problems until after
 *         bootstrapping.
 * </ol>
 *
 * This setting is used to configure access to the {@code BeanManager},
 * either directly, or via
 * {@link org.hibernate.resource.beans.container.spi.ExtendedBeanManager}.
 *
 * @see org.hibernate.boot.SessionFactoryBuilder#applyBeanManager(Object)
 */
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cfg/ManagedBeanSettings.java
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```
/*
```

```
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*/
/**
 * Read/write access to the shared second-level cache using
 * soft locks.
 * <p>
 * Indicates a non-vanishing likelihood that two concurrent
 * transactions attempt to update the same item of data
 * simultaneously. This strategy uses "soft" locks to prevent
 * concurrent transactions from retrieving or storing a stale
 * item from or in the cache during the transaction completion
 * process. A soft lock is simply a marker entry placed in the
 * cache while the updating transaction completes.
 * <ul>
 * <li>A second transaction may not read the item from the
 *     cache while the soft lock is present, and instead
 *     simply proceeds to read the item directly from
the
 *     database, exactly as if a regular cache miss had
 *     occurred.
 * <li>Similarly, the soft lock also prevents this second
 *     transaction from storing a stale item to the cache
 *     when it returns from its round trip to the database
 *     with something that might not quite be the latest
 *     version.
 * </ul>
 * <p>
 * This concurrency strategy is not compatible with
 * serializable transaction isolation.
 *
 * @see AccessType#READ_WRITE
 */
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/CacheConcurrencyStrategy.java
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```
<!--
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  This program and the accompanying materials are made available under the
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  http://www.eclipse.org/legal/epl-2.0,
  or the Eclipse Distribution License v. 1.0 which is available at
  http://www.eclipse.org/org/documents/edl-v10.php.
```

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-->

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/orm_3_1.xsd
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/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/WrapperArrayHandling.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/YesNoConverter.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/DateTimeUtils.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/JdbcBindingLogging.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/JdbcExtractingLogging.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/JdbcTypeNameMapper.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/ValueBinder.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/ValueExtractor.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/WrapperOptions.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/ArrayConverter.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/AttributeConverterMutabilityPlanImpl.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/CollectionConverter.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/EnumHelper.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/JpaAttributeConverterImpl.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/internal/package-info.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/package-info.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/spi/BasicValueConverter.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/spi/JpaAttributeConverter.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/descriptor/converter/spi/package-info.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-

jar/org/hibernate/type/descriptor/java/AbstractArrayJavaType.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-
jar/org/hibernate/type/descriptor/java/AbstractClassJavaType.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-
jar/org/hibernate/type/descriptor/java/AbstractJavaType.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-
jar/org/hibernate/type/descriptor/java/AbstractTemporalJavaType.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-
jar/org/hibernate/type/descriptor/java/ArrayJavaType.java/*
/opt/cola/permits/2601716093_1761545252.9723463/0/hibernate-core-6-6-26-final-sources-
jar/org/hibernate/type/descriptor/java/ArrayMutabilityPlan.java/*
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/NullnessUtil.java
No license file was found, but licenses were detected in source scan.

/*
* Hibernate, Relational Persistence for Idiomatic Java
*
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Found in path(s):
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/model/convert/internal/AutoApplicableConverterDescriptorBypassedImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/named/NamedObjectRepository.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/UnknownPathException.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/results/dynamic/DynamicResultBuilderEntity.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/TrimSpec.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/expression/SqmCaseSimple.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/IntervalType.java

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/hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/Order.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/loader/ast/internal/LoaderSqlAstCreationState.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/internal/LegacySpecHelper.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/domain/SqmFunctionPath.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/predicate/SqmWhereClauseContainer.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/procedure/internal/EntityDomainResultBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sql/spi/NativeQueryImplementor.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/function/array/ArrayIntersectsUnnestFunction.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/type/TrueFalseConverter.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/MutableObject.java
* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/mapping/GeneratorCreator.java
* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/xsd/package-info.java
* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/graph/internal/AbstractGraphNode.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/loader/ast/internal/LoaderSelectBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/model/domain/internal/MapAttributeImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/function/CaseLeastGreatestEmulation.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cfg/DialectSpecificSettings.java

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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/named/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/model/domain/JpaMetamodel.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/collection/internal/StandardListSemantics.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/spi/AbstractQueryParameter.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/exec/spi/JdbcCallParameterRegistration.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/event/internal/EntityCallback.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/collection/spi/AbstractMapSemantics.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/model/domain/internal/AttributeContainer.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/produce/function/ArgumentsValidator.java
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/domain/package-info.java
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*/
/**
  * Does this dialect support the SQL {@code lateral} keyword or a
  * proprietary alternative?
  *
  * @return {@code true} if the underlying database supports lateral,
  * {@code false} otherwise. The default is {@code false}.
  */

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*/
// "proprietary" methods is better (this class is "proprietary" too).

Found in path(s):
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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/IndexOrUniqueKeySecondPass.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/engine/jdbc/mutation/internal/MutationExecutorSingleBatched.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/query/sqm/tree/expression/NumericTypeCategory.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/property/access/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/bytecode/enhance/VersionMismatchException.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/entity/DeprecatedEntityStuff.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/archive/spi/package-info.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/ForeignKeyType.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/internal/StandardResourceLocator.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/sql/results/jdbc/spi/JdbcValuesMappingProducerProvider.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/loader/ast/spi/SqlInPredicateMultiKeyLoader.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/ast/tree/expression/UnparsedNumericLiteral.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/profile/internal/FetchProfileAffectee.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/id/uuid/UuidValueGenerator.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/entity/mutation/UpdateCoordinatorNoOp.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/bytecode/internal/BytecodeEnhancementMetadataNonPojoImpl.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/MapBinder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cfg/SchemaToolingSettings.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/mutation/internal/MutationQueryOptions.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/sql/model/ast/builder/AbstractRestrictedTableMutationBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/PersistentAttributeFilter.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/id/insert/GetGeneratedKeysDelegate.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/internal/stax/LocalXmlResourceResolver.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/PropertyHolder.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/metamodel/mapping/EmbeddableDiscriminatorConverter.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/engine/jdbc/mutation/internal/AbstractSingleMutationExecutor.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/ast/tree/insert/InsertStatement.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/SoftDelete.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/engine/jdbc/mutation/group/UnknownParameterException.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/hbm/transform/ColumnAndFormulaTarget.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/GeneratorBinder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/EmbeddableBinder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/annotations/ConverterRegistrations.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/ast/builder/ColumnValueBindingBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/entity/mutation/package-info.java

*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/collection/mutation/RemoveCoordinator.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/mapping/CollectionAttribute.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/loader/ast/spi/EntityLoader.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/AnnotatedDiscriminatorColumn.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/property/access/internal/AbstractSetterMethodSerialForm.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/ast/TableMutation.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/PropertyHolderBuilder.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/persister/collection/mutation/RemoveCoordinatorNoOp.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/RestrictionRenderingContext.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/IdGeneratorResolverSecondPass.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/mapping/NaturalId.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/CreateKeySecondPass.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/sql/model/ast/builder/ColumnValuesTableMutationBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/mapping/DiscriminatedAssociation.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/jaxb/mapping/marshall/OnDeleteActionMarshalling.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/XMLContext.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/mutation/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/procedure/ParameterTypeException.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/exec/internal/JdbcOperationQueryInsertImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/loader/ast/spi/CollectionBatchLoader.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/mutation/group/PreparedStatementGroup.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cfg/CacheSettings.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/util/IndexedBiConsumer.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/mapping/LifecycleCallback.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/boot/model/internal/CopyIdentifierComponentSecondPass.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/mapping/internal/SoftDeleteMappingImpl.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/mapping/SoftDeleteMapping.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/ast/ColumnValueParameter.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/ast/builder/TableMergeBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/SqlAstTranslatorWithMerge.java
*
/hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/IndexColumn.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/ast/AbstractTableDelete.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/mapping/DiscriminatorValueDetails.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/JoinedSubclassFkSecondPass.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/cfgxml/internal/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/batch/internal/BatchBuilderInitiator.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/persister/collection/mutation/RemoveCoordinatorTablePerSubclass.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/mapping/DiscriminatorConverter.java

* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/entity/mutation/EntityMutationTarget.java
*
 /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/model/internal/ColumnsBuilder.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/NullnessRestriction.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/mapping/marshall/CacheModeMarshalling.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/exec/spi/JdbcOperationQueryInsert.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/internal/TableUpdateStandard.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/property/access/internal/AccessStrategyHelper.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/beanvalidation/TypeSafeActivator.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/archive/scan/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/engine/jdbc/mutation/MutationExecutor.java
*
 /hibernate-core-6-6-26-final-sources-jar/org/hibernate/sql/model/internal/MutationOperationGroupFactory.java
* /hibernate-core-6-6-26-final-sources-
jar/org/hibernate/persister/collection/mutation/RemoveCoordinatorStandard.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/boot/jaxb/package-info.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/mapping/AggregatedIdentifierMapping.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/persister/entity/mutation/UpdateCoordinator.java
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Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/persistence_3_1.xsd
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/persistence_3_0.xsd
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/orm_3_0.xsd
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*
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* See the lgpl.txt file in the root directory or http://www.gnu.org/licenses/lgpl-2.1.html.
*/
/**
  * Specifies a duration in milliseconds defining the minimum query execution time that

```
 * characterizes a "slow" query. Any SQL query which takes longer than this amount of
 * time to execute will be logged.
 * <p>
 * A value of {@code 0}, the default, disables logging of "slow" queries.
 *
 * @see org.hibernate.stat.Statistics#getSlowQueries()
 */
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/cfg/JdbcSettings.java
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*/
/**
 * Subclass used to simply instantiation of singular attributes representing an entity's
 * version.
 */
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/model/domain/internal/SingularAttributeImpl.java
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*/
// It supports a proprietary operator
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/MySQLSqlAstTranslator.java
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/dialect/MariaDBSqlAstTranslator.java
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*/
//     "5.3 in upgrading.  It will be removed in a later version."
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/internal/log/DeprecationLogger.java
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*/
```

```
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```

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```

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* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/metamodel/spi/MetamodelImplementor.java
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 -->
```

Found in path(s):
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/persistence_2_2.xsd
* /hibernate-core-6-6-26-final-sources-jar/org/hibernate/jpa/orm_2_2.xsd

1.304 bean-validation-api 1.0.0.GA

1.304.1 Available under license :

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Found in path(s):
* /validation-api-1-0-0-ga-jar/META-INF/maven/javax.validation/validation-api/pom.xml

1.305 yang-repo-api 7.0.7

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Found in path(s):
* /yang-repo-api-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/yang-repo-api/pom.xml
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Found in path(s):
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/StatementParserMode.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/RevisionSourceIdentifier.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/SemVerSourceIdentifier.java
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* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/YinDomSchemaSource.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/YinSchemaSourceRepresentation.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/YinTextSchemaSource.java
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* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/ResourceYangTextSchemaSource.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/SchemaSourceFilter.java
* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/SchemaSourceRepresentation.java
* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/SchemaResolutionException.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/SourceIdentifier.java
*
 /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/SchemaRepository.java
* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/MissingSchemaSourceException.java
* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/ResourceYinTextSchemaSource.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/SchemaSourceException.java
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jar/org/opendaylight/yangtools/yang/model/repo/api/DelegatedYangTextSchemaSource.java
* /yang-repo-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/repo/api/YangTextFileSchemaSource.java
* /yang-repo-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/repo/api/YinTextFileSchemaSource.java
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1.306 woodstox 6.7.0

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1.307 hypersistence-tsid 2.1.1

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1.308 bcprov-jdk18on 1.80

1.308.1 Available under license :

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/**
* Poly1305 message authentication code, designed by D. J. Bernstein.
* <p>
* Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key
* consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106
* effective key bits) used in the authenticator.
* <p>
* The polynomial calculation in this implementation is adapted from the public domain <a
* href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled C implementation
* by Andrew M (@floodyberry).
* @see Poly1305KeyGenerator
*/

Found in path(s):
* /bcprov-jdk18on-1-80-sources-jar/org/bouncycastle/crypto/macs/Poly1305.java
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```
public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,
```

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```
/**
* Contains the polynomial classes used in the NTRU round 3 algorithm.
*
* <p>
* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,
* released under CC0-1.0 license.
* </p>
*
* <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-3/submissions/NTRU-Round3.zip">NIST submission files</a></p>
* <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference implementation</a></p>
*/
```

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```
// now keep space is free to use
```

Found in path(s):
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/**
* SPHINCS-256 signer.
*
* This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being the digests used
* for message hashing and tree construction are now configurable (within limits...) and that the implementation produces
* detached signatures.
*
*
* The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of
* section 1 in https://eprint.iacr.org/2014/795.pdf
*
*/

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/**
* An implementation of RFC 7253 on The OCB
* Authenticated-Encryption Algorithm. For those still concerned about the original patents
* around this, please see:
*
* https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/
*
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* Phillip Rogaway >rogaway@cs.ucdavis.edu< Sat, 27 February 2021 02:46 UTCShow header
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/**
* The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography. For the old NTRU, see
* {@link org.bouncycastle.pqc.legacy.crypto.ntru}.

```
*
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* </p>
*
* <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-3/submissions/NTRU-Round3.zip">NIST submission files</a></p>
* <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference implementation</a></p>
*
* @see <a href="https://csrc.nist.gov/Projects/post-quantum-cryptography/round-3-submissions">NIST round 3 PQC submissions page</a>
* @see <a href="https://ntru.org/">NTRU website</a>
* @see <a href="https://ntru.org/f/ntru-20190330.pdf">NTRU specification</a>
*/
```

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```
/**
   * Magic value for proprietary OpenSSH private key.
   **/
```

Found in path(s):
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1.309 micrometer-commons 1.13.15

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1.314 golang-jwt 4.5.2

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1.316 lz4 1.10.0-r0

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1.317 java-concurrent-hash-trie-map 0.2.23

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xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
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  <groupId>org.sonatype.oss</groupId>
  <artifactId>oss-parent</artifactId>
  <version>7</version>
 </parent>
 <groupId>com.github.romix</groupId>
 <artifactId>java-concurrent-hash-trie-map</artifactId>
 <version>0.2.24-SNAPSHOT</version>
 <name>TrieMap</name>
 <description>Java implementation of a concurrent trie hash map from Scala collections library</description>
 <packaging>bundle</packaging>
 <url>https://github.com/romix/java-concurrent-hash-trie-map</url>
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   <distribution>repo</distribution>
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```
<scm>
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 <connection>scm:git:https://github.com/romix/java-concurrent-hash-trie-map.git</connection>
 <developerConnection>scm:git:https://github.com/romix/java-concurrent-hash-trie-map.git</developerConnection>
 <tag>HEAD</tag>
</scm>
<developers>
 <developer>
  <id>romix</id>
  <name>Roman
Levenstein</name>
  <email>romixlev@gmail.com</email>
 </developer>
</developers>
<build>
 <plugins>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-compiler-plugin</artifactId>
   <version>2.3.2</version>
   <configuration>
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    <target>1.6</target>
    <encoding>iso8859-1</encoding>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-release-plugin</artifactId>
   <version>2.5</version>
   <configuration>
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     <checkModificationExclude>pom.xml</checkModificationExclude>
    </checkModificationExcludes>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.felix</groupId>
   <artifactId>maven-bundle-plugin</artifactId>
   <version>2.4.0</version>
   <extensions>true</extensions>
   <configuration>
    <instructions>
     <Bundle-Name>${project.groupId}.${project.artifactId}</Bundle-Name>
    </instructions>
   </configuration>
  </plugin>
 </plugins>
```

```
 </build>
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  <dependency>
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   <artifactId>junit</artifactId>
   <version>4.9</version>
   <scope>test</scope>
  </dependency>
 </dependencies>
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   <name>Nexus
 Staging Repository</name>
   <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
  </repository>
  <snapshotRepository>
   <id>sonatype-nexus-snapshots</id>
   <name>Nexus Snapshots Repository</name>
   <url>https://oss.sonatype.org/content/repositories/snapshots/</url>
  </snapshotRepository>
 </distributionManagement>
</project>
```

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About
==========

This is a Java port of a concurrent trie hash map implementation from the Scala collections library. It is almost a

line-by-line
conversion from Scala to Java.

Idea + implementation techniques can be found in these reports written by Aleksandar Prokopec:
 * http://infoscience.epfl.ch/record/166908/files/ctries-techreport.pdf - this is a nice introduction to Ctries, along with a correctness proof
 * http://lamp.epfl.ch/~prokopec/ctries-snapshot.pdf - a more up-to-date writeup which describes the snapshot operation

The original Scala implementation can be found here and is a part of scala.collection.concurrent:
 * [Scala implementation](https://github.com/scala/scala/blob/930c85d6c96507d798d1847ea078eebf93dc0acb/src/library/scala/collection/concurrent/TrieMap.scala)

Some of the tests and implementation details were borrowed from this project:
 * https://github.com/flegall/concurrent-hash-trie

Implementation
status :
 * The given implementation is complete and implements all features of the original Scala implementation including support for
 snapshots.
 * Wherever necessary, code was adapted to be more easily usable in Java, e.g. it returns Objects instead of Option<V> as
 many methods of Scala's collections do.
 * This class implements all the ConcurrentMap & Iterator methods and passes all the tests. Can be used as a drop-in replacement
 for usual Java maps, including ConcurrentHashMap.

What is a concurrent trie hash map also known as ctrie?
==========
ctrie is a lock-Free Concurrent Hash Array Mapped Trie.

A concurrent hash-trie or Ctrie is a concurrent thread-safe lock-free implementation of a hash array mapped trie.

It is used to implement the concurrent map abstraction. It has particularly scalable concurrent insert and remove operations
and is memory-efficient.

It supports O(1), atomic, lock-free snapshots which are used to implement linearizable lock-free size, iterator and clear operations.
The cost of evaluating the (lazy) snapshot is distributed across subsequent updates, thus making snapshot evaluation horizontally scalable.

The original Scala-based implementation of the Ctrie is a part of the Scala standard library since the version 2.10.

More info about Ctries:

- http://infoscience.epfl.ch/record/166908/files/ctries-techreport.pdf - this is a nice introduction to Ctries, along with a correctness proof
- http://lamp.epfl.ch/~prokopec/ctries-snapshot.pdf - a more up-to-date writeup (more coherent with the current version of the code) which describes the snapshot operation

License
==========

This library is licensed under the Apache 2.0 license.

Usage
==========

Usage of this library is very simple. Simply import the class com.romix.scala.collection.concurrent.TrieMap and use it
as a usual Map.

```
import com.romix.scala.collection.concurrent.TrieMap;

Map myMap = new TrieMap <Object, Object> ();
myMap.put("key", "value");
```

Building the library
==========

Use a usual `mvn clean install`

Using the library with Maven projects
==========
The prebuilt binaries of the library are available from Maven central. Please use the following dependency in your POM files:

```
<dependency>
 <groupId>com.github.romix</groupId>
 <artifactId>java-concurrent-hash-trie-map</artifactId>
 <version>0.2.23</version>
</dependency>
```

External dependencies
==========
This library is self-contained. It does not depend on any additional libraries. In particular, it does not require the rather big Scala's

standard library to be used.

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1.318 stax 4.2.2

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1.320 concepts 0.8.4-Beryllium-SR4

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*/

/** Build an AST from a single StringTemplate template */
parser grammar STParser;

options {
 language=Java;
 tokenVocab=STLexer;
 TokenLabelType=CommonToken;
 output=AST;
 ASTLabelType=CommonTree;
}

tokens {
 EXPR; OPTIONS; PROP; PROP_IND; INCLUDE; INCLUDE_IND; EXEC_FUNC; INCLUDE_SUPER;
 INCLUDE_SUPER_REGION; INCLUDE_REGION; TO_STR; LIST; MAP; ZIP; SUBTEMPLATE; ARGS;
 ELEMENTS;
 REGION; NULL; INDENTED_EXPR;
 }

@header {
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.ErrorManager;
import org.stringtemplate.v4.misc.ErrorType;
}

@members {
ErrorManager errMgr;
Token templateToken;
public STParser(TokenStream input, ErrorManager errMgr, Token templateToken) {
 this(input);
 this.errMgr = errMgr;
 this.templateToken = templateToken;
}
@Override
protected Object recoverFromMismatchedToken(IntStream input, int ttype, BitSet follow)
 throws RecognitionException
```

```
{
 throw new MismatchedTokenException(ttype, input);
}
}

@rulecatch {
  catch (RecognitionException re) { throw re; }
}

templateAndEOF : template EOF -> template? ;

template : element* ;

element
 : {input.LT(1).getCharPositionInLine()==0}? INDENT? COMMENT NEWLINE -> // throw away
 | INDENT singleElement -> ^(INDENTED_EXPR INDENT singleElement?) // singleElement is optional to handle
error returning nil
 | singleElement
 | compoundElement
 ;

singleElement
 : exprTag
 | TEXT
 | NEWLINE
 | COMMENT!
 // throw away
 ;

compoundElement
 : ifstat
 | region
 ;

exprTag
 : LDELIM expr ( ';' exprOptions )? RDELIM
  -> ^(EXPR[$LDELIM,"EXPR"] expr exprOptions?)
 ;

region
@init {Token indent=null;}
 : i=INDENT? x=LDELIM '@' ID RDELIM {if (input.LA(1)!=NEWLINE) indent=$i;}
  template
  INDENT? LDELIM '@end' RDELIM
  // kill \n for <@end> on line by itself if multi-line embedded region
  ({$region.start.getLine()!=input.LT(1).getLine()}?=> NEWLINE)?
  -> {indent!=null}?
     ^(INDENTED_EXPR $i ^(REGION[$x] ID template?))
```

```
  ->                ^(REGION[$x] ID template?)
 ;

subtemplate
 : lc='{' (ids+= ID ( ',' ids+= ID )* '|' )? template INDENT? '}'
  // ignore final INDENT before } as it's not part of outer indent
  -> ^(SUBTEMPLATE[$lc,"SUBTEMPLATE"] ^(ARGS $ids)* template?)
 ;

ifstat
@init {Token indent=null;}
 : i=INDENT? LDELIM 'if' '(' c1=conditional ')' RDELIM {if (input.LA(1)!=NEWLINE)
 indent=$i;}
   t1=template
   ( INDENT? LDELIM 'elseif' '(' c2+=conditional ')' RDELIM t2+=template )*
   ( INDENT? LDELIM 'else' RDELIM t3=template )?
   INDENT? endif= LDELIM 'endif'
  RDELIM
  // kill \n for <endif> on line by itself if multi-line IF
  ({$ifstat.start.getLine()!=input.LT(1).getLine()}?=> NEWLINE)?
  -> {indent!=null}?
     ^(INDENTED_EXPR $i ^('if' $c1 $t1? ^('elseif' $c2 $t2)* ^('else' $t3?)?))
  ->                ^('if' $c1 $t1? ^('elseif' $c2 $t2)* ^('else' $t3?)?)
 ;

conditional
scope {
 boolean inside;
}
 : andConditional ( '||'^ andConditional )*
 ;

andConditional : notConditional ( '&&'^ notConditional )* ;

notConditional
 : '!'^ notConditional
 | memberExpr
 ;

notConditionalExpr
 : (ID->ID)
  ( p='.' prop=ID      -> ^(PROP[$p,"PROP"] $notConditionalExpr $prop)
  | p='.' '(' mapExpr ')'    -> ^(PROP_IND[$p,"PROP_IND"] $notConditionalExpr mapExpr)
  )*
 ;

exprOptions : option ( ',' option )* -> ^(OPTIONS option*)
```

```
;

option
@init {
 String id = input.LT(1).getText();
 String defVal = Compiler.defaultOptionValues.get(id);
 boolean validOption = Compiler.supportedOptions.get(id)!=null;
}
 : ID
  {
  if ( !validOption ) {
         errMgr.compileTimeError(ErrorType.NO_SUCH_OPTION, templateToken, $ID, $ID.text);
  }
  }
  ( '=' exprNoComma      -> {validOption}? ^('=' ID exprNoComma)
          ->
  | {
   if ( defVal==null ) {
    errMgr.compileTimeError(ErrorType.NO_DEFAULT_VALUE, templateToken, $ID);
   }
   }
          -> {validOption&&defVal!=null}?
             ^(EQUALS["="] ID STRING[$ID,""+defVal+""])
          ->
 )
;

exprNoComma
 : memberExpr
  ( ':' mapTemplateRef     -> ^(MAP memberExpr mapTemplateRef)
  |         -> memberExpr
  )
;

expr : mapExpr ;

// more complicated than necessary to avoid backtracking, which ruins
// error handling
mapExpr
 : memberExpr
  ( (c=',' memberExpr)+ col=':' mapTemplateRef
          -> ^(ZIP[$col]
 ^(ELEMENTS memberExpr+) mapTemplateRef)
  |         -> memberExpr
  )
  ( {if ($x!=null) $x.clear();} // don't keep queueing x; new list for each iteration
   col=':' x+=mapTemplateRef ({$c==null}?=> ',' x+=mapTemplateRef )*
          -> ^(MAP[$col] $mapExpr $x+)
```

```
 )*
 ;

/**
expr:template(args)  apply template to expr
expr:{arg | ...}     apply subtemplate to expr
expr:(e)(args)       convert e to a string template name and apply to expr
*/
mapTemplateRef
 : ID '(' args ')'       -> ^(INCLUDE ID args?)
 | subtemplate
 | lp='(' mapExpr rp=')' '(' argExprList? ')' -> ^(INCLUDE_IND mapExpr argExprList?)
 ;

memberExpr
 : (includeExpr->includeExpr)
  ( p='.' ID       -> ^(PROP[$p,"PROP"] $memberExpr ID)
  | p='.' '(' mapExpr ')'    -> ^(PROP_IND[$p,"PROP_IND"] $memberExpr mapExpr)
  )*
 ;

includeExpr
options {k=2;} // prevent full LL(*), which fails, falling back on k=1; need k=2
 : {Compiler.funcs.containsKey(input.LT(1).getText())}? // predefined
 function
  ID '(' expr? ')'      -> ^(EXEC_FUNC ID expr?)
 | 'super' '.' ID '(' args ')'    -> ^(INCLUDE_SUPER ID args?)
 | ID '(' args ')'       -> ^(INCLUDE ID args?)
 | '@' 'super' '.' ID '(' rp=')'   -> ^(INCLUDE_SUPER_REGION ID)
 | '@' ID '(' rp=')'      -> ^(INCLUDE_REGION ID)
 | primary
 ;

primary
 : ID
 | STRING
 | TRUE
 | FALSE
 | subtemplate
 | list
 | {$conditional.size()>0}?=>  '('! conditional ')'!
 | {$conditional.size()==0}?=> lp='(' expr ')'
  ( '(' argExprList? ')'          -> ^(INCLUDE_IND[$lp] expr argExprList?)
  |          -> ^(TO_STR[$lp] expr)
  )
 ;

args: argExprList
```

```
| namedArg ( ',' namedArg )* (',' '...')? -> namedArg+ '...'?
  |   '...'
|
;

argExprList : arg ( ',' arg )* -> arg+ ;

arg : exprNoComma ;

namedArg : ID '=' arg -> ^('=' ID arg) ;

list: {input.LA(2)==RBRACK}? // hush warning; [] special case
  lb='[' ']' -> LIST[$lb]
| lb='[' listElement ( ',' listElement )* ']' -> ^(LIST[$lb] listElement*)
;

listElement
 : exprNoComma | -> NULL ;
```

Found in path(s):
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/STParser.g
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* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/TypeRegistry.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/AmbiguousMatchException.java
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* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/gui/JTreeASTModel.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/gui/JTreeSTModel.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/InterpEvent.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STGroupCompiletimeMessage.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/BytecodeDisassembler.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/CompilationState.java
*

/st4-4-0-8-sources-1-jar/org/stringtemplate/v4/ModelAdaptor.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/Misc.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STLexerMessage.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STGroup.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/Coordinate.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/ErrorType.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/IndentEvent.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STCompiletimeMessage.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/FormalArgument.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/ErrorBuffer.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/ST.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/AutoIndentWriter.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/DateRenderer.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/ConstructionEvent.java
*
/st4-4-0-8-sources-1-jar/org/stringtemplate/v4/NumberRenderer.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/Interval.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/ObjectModelAdaptor.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STGroupFile.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/CodeGenerator.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/STException.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STNoSuchAttributeException.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/gui/STViz.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STGroupDir.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/CompiledST.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/MapModelAdaptor.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/AttributeRenderer.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/EvalTemplateEvent.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/STLexer.java
*
/st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STGroupString.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STNoSuchPropertyException.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/Aggregate.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STRuntimeMessage.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/AddAttributeEvent.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/Bytecode.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/AggregateModelAdaptor.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/Interpreter.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STWriter.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/MultiMap.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/ArrayIterator.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/GroupParser.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/ErrorManager.java
*
/st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STModelAdaptor.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/debug/EvalExprEvent.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/gui/STViewFrame.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/GroupLexer.java

* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/misc/STMessage.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/StringTable.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/NoIndentWriter.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/STErrorListener.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/Compiler.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/StringRenderer.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/InstanceScope.java
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/gui/JTreeScopeStackModel.java
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*/
grammar Group;

options {
 language=Java;
}

tokens {
 TRUE='true'; FALSE='false'; LBRACK='['; RBRACK=']';
}

@header {
```

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*/
package org.stringtemplate.v4.compiler;

import java.util.Collections;
import java.util.Map;
import java.util.HashMap;
import java.util.List;
import java.util.ArrayList;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;
import java.io.File;
}

@lexer::header {
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```

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*/
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.*;
import org.stringtemplate.v4.misc.*;
import java.io.File;
}

@members {
public STGroup group;

@Override
public void displayRecognitionError(String[] tokenNames,
                                    RecognitionException e)
{
  String msg = getErrorMessage(e, tokenNames);
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
  String fullFileName = super.getSourceName();
  File f = new File(fullFileName); // strip to simple name
  return f.getName();
}
public void error(String msg) {
  NoViableAltException e = new NoViableAltException("", 0, 0, input);
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
```

```
  recover(input, null);
}
}

@lexer::members {
public STGroup
 group;

@Override
public void reportError(RecognitionException e) {
  String msg = null;
  if ( e instanceof NoViableAltException ) {
     msg = "invalid character '"+(char)input.LA(1)+"'";
  }
  else if ( e instanceof MismatchedTokenException && ((MismatchedTokenException)e).expecting=="" ) {
     msg = "unterminated string";
  }
  else {
     msg = getErrorMessage(e, getTokenNames());
  }
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
  String fullFileName = super.getSourceName();
  File f = new File(fullFileName); // strip to simple name
  return f.getName();
}
}

group[STGroup group, String prefix]
@init {
GroupLexer lexer = (GroupLexer)input.getTokenSource();
this.group = lexer.group = $group;
}
 : oldStyleHeader?
  delimiters?
    ( 'import' STRING {group.importTemplates($STRING);}
  | 'import' // common error: name not in string
   {
   MismatchedTokenException
 e = new MismatchedTokenException(STRING, input);
   reportError(e);
   }
   ID ('.' ID)* // might be a.b.c.d
  )*
  def[prefix]*
  EOF
```

```
;

oldStyleHeader // ignore but lets us use this parser in AW for both v3 and v4
  :   'group' ID ( ':' ID )?
    ( 'implements' ID (',' ID)* )?
    ';'
;

groupName returns [String name]
@init {StringBuilder buf = new StringBuilder();}
 : a=ID {buf.append($a.text);} ('.' a=ID {buf.append($a.text);})*
 ;

delimiters
  : 'delimiters' a=STRING ',' b=STRING
    {
    group.delimiterStartChar=$a.getText().charAt(1);
      group.delimiterStopChar=$b.getText().charAt(1);
      }
  ;

/** Match template and dictionary defs outside of (...)+ loop in group.
*  The key is catching while still in the loop; must keep prediction of
*  elements separate from "stay in loop" prediction.
*/
def[String prefix] : templateDef[prefix] | dictDef ;
 catch[RecognitionException re] {
  // pretend
 we already saw an error here
  state.lastErrorIndex = input.index();
  error("garbled template definition starting at '"+input.LT(1).getText()+"'");
 }

templateDef[String prefix]
@init {
  String template=null;
  int n=0; // num char to strip from left, right of template def
}
 : ( '@' enclosing=ID '.' name=ID '(' ')'
  | name=ID '(' formalArgs ')'
  )
    '::='
    {Token templateToken = input.LT(1);}
    ( STRING     {template=$STRING.text; n=1;}
    | BIGSTRING  {template=$BIGSTRING.text; n=2;}
    | BIGSTRING_NO_NL  {template=$BIGSTRING_NO_NL.text; n=2;}
    | {
     template = "";
```

```
      String msg = "missing template at '"+input.LT(1).getText()+"'";
          NoViableAltException e = new NoViableAltException("", 0, 0, input);
        group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
        }
    )
    {
    if ( $name.index >= 0 ) { // if ID missing
  template = Misc.strip(template, n);
  String templateName
= $name.text;
  if ( prefix.length()>0 ) templateName = prefix+$name.text;
  String enclosingTemplateName = $enclosing.text;
  if (enclosingTemplateName != null && enclosingTemplateName.length()>0 && prefix.length()>0) {
   enclosingTemplateName = prefix + enclosingTemplateName;
  }
  group.defineTemplateOrRegion(templateName, enclosingTemplateName, templateToken,
          template, $name, $formalArgs.args);
 }
    }
|   alias=ID '::=' target=ID  {group.defineTemplateAlias($alias, $target);}
;

formalArgs returns[List<FormalArgument> args = new ArrayList<FormalArgument>()]
scope {
 boolean hasOptionalParameter;
}
@init { $formalArgs::hasOptionalParameter = false; }
 : formalArg[$args] (',' formalArg[$args])*
 |
 ;

formalArg[List<FormalArgument> args]
 : ID
  ( '=' a=(STRING|ANONYMOUS_TEMPLATE|'true'|'false') {$formalArgs::hasOptionalParameter = true;}
  | '=' a='[' ']' {$formalArgs::hasOptionalParameter = true;}
  | {
   if ($formalArgs::hasOptionalParameter)
  {
    group.errMgr.compileTimeError(ErrorType.REQUIRED_PARAMETER_AFTER_OPTIONAL,
            null, $ID);
   }
   }
  )
  {$args.add(new FormalArgument($ID.text, $a));}
   ;

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
```

```
  :  OPTIONAL
  |  STAR
  |  PLUS
|
  ;
     */

dictDef
 : ID '::=' dict
     {
     if ( group.rawGetDictionary($ID.text)!=null ) {
  group.errMgr.compileTimeError(ErrorType.MAP_REDEFINITION, null, $ID);
     }
     else if ( group.rawGetTemplate($ID.text)!=null ) {
  group.errMgr.compileTimeError(ErrorType.TEMPLATE_REDEFINITION_AS_MAP, null, $ID);
     }
     else {
        group.defineDictionary($ID.text, $dict.mapping);
     }
     }
 ;

dict returns [Map<String,Object> mapping]
@init {mapping=new HashMap<String,Object>();}
 :  '[' dictPairs[mapping] ']'
 ;

dictPairs[Map<String,Object> mapping]
  : keyValuePair[mapping]
   (',' keyValuePair[mapping])*
 (',' defaultValuePair[mapping])?
  | defaultValuePair[mapping]
  ;
 catch[RecognitionException re] {
  error("missing dictionary entry at '"+input.LT(1).getText()+"'");
 }

defaultValuePair[Map<String,Object> mapping]
 : 'default' ':' keyValue {mapping.put(STGroup.DEFAULT_KEY, $keyValue.value);}
 ;

keyValuePair[Map<String,Object> mapping]
 : STRING ':' keyValue {mapping.put(Misc.replaceEscapes(Misc.strip($STRING.text, 1)), $keyValue.value);}
 ;

keyValue returns [Object value]
 : BIGSTRING   {$value = group.createSingleton($BIGSTRING);}
 | BIGSTRING_NO_NL  {$value = group.createSingleton($BIGSTRING_NO_NL);}
```

```
 | ANONYMOUS_TEMPLATE {$value = group.createSingleton($ANONYMOUS_TEMPLATE);}
 | STRING    {$value = Misc.replaceEscapes(Misc.strip($STRING.text, 1));}
 | TRUE    {$value = true;}
 | FALSE    {$value = false;}
 | '[' ']'    {$value = Collections.emptyList();}
 | {input.LT(1).getText().equals("key")}?=> ID
       {$value = STGroup.DICT_KEY;}
 ;
  catch[RecognitionException re] {
  error("missing value for key at '"+input.LT(1).getText()+"'");
  }

ID : ('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'-'|'_')*
  ;

STRING
  : ""
   ( '\\' ""
   | '\\' ~""
   | {
    String msg = "\\n in string";
      NoViableAltException e = new NoViableAltException("", 0, 0, input);
    group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
    }
    '\n'
   | ~('\\'|'"'|'\n')
   )*
   ""
       {
       String txt = getText().replaceAll("\\\\\"","\"");
  setText(txt);
   }
 ;

BIGSTRING_NO_NL // same as BIGSTRING but means ignore newlines later
  : '<%' ( . )* '%>'
       // %\> is the escape to avoid end of string
       {
       String txt = getText().replaceAll("\%\\\\>","\%>");
  setText(txt);
   }
 ;

/** Match <<...>> but also allow <<..<x>>> so we can have tag on end.
    Escapes: >\> means >> inside of <<...>>.
    Escapes: \>> means >> inside of <<...>> unless at
  end like <<...\>>>>.
    In that case, use <%..>>%> instead.
```

```
*/
BIGSTRING
 : '<<'
  ( options {greedy=false;}
  : '\\' '>'  // \> escape
  | '\\' ~'>' // allow this but don't collapse in action
  | ~'\\'
  )*
      '>>'
      {
      String txt = getText();
      txt = Misc.replaceEscapedRightAngle(txt); // replace \> with > unless <\\>
  setText(txt);
  }
 ;

ANONYMOUS_TEMPLATE
   : '{'
    {
  Token templateToken = new CommonToken(input, ANONYMOUS_TEMPLATE, 0, getCharIndex(),
getCharIndex());
  STLexer lexer =
   new STLexer(group.errMgr, input, templateToken, group.delimiterStartChar, group.delimiterStopChar);
  lexer.subtemplateDepth = 1;
  Token t = lexer.nextToken();
  while ( lexer.subtemplateDepth>=1 || t.getType()!=STLexer.RCURLY ) {
   if ( t.getType()==STLexer.EOF_TYPE ) {
          MismatchedTokenException e = new MismatchedTokenException('}', input);
    String msg = "missing final '}' in {...} anonymous template";
      group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR,
 getSourceName(), e, msg);
    break;
   }
   t = lexer.nextToken();
  }
  }
    // don't match '}' here; our little {...} scanner loop matches it
    // to terminate.
   ;

COMMENT
   :   '/*' ( options {greedy=false;} : . )* '*/' {skip();}
   ;

LINE_COMMENT
   : '//' ~('\n'|'\r')* '\r'? '\n' {skip();}
   ;
```

```
WS  : (' '|'\r'|'\t'|'\n') {skip();} ;
```

Found in path(s):
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*/

tree grammar CodeGenerator;

options {
 language=Java;
 tokenVocab=STParser;
 ASTLabelType=CommonTree;
}

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*/
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;
}

@members {
 String outermostTemplateName; // name of overall template
 CompiledST outermostImpl;
 Token templateToken;   // overall template token
 String template;      // overall template text
 ErrorManager errMgr;
 public CodeGenerator(TreeNodeStream input, ErrorManager errMgr, String name, String template, Token
templateToken) {
  this(input, new RecognizerSharedState());
  this.errMgr = errMgr;
  this.outermostTemplateName = name;
  this.template = template;
  this.templateToken = templateToken;
 }

 // convience funcs to hide offensive sending of emit messages to
 // CompilationState
 temp data object.
```

```
 public void emit1(CommonTree opAST, short opcode, int arg) {
  $template::state.emit1(opAST, opcode, arg);
 }
 public void emit1(CommonTree opAST, short opcode, String arg) {
  $template::state.emit1(opAST, opcode, arg);
 }
 public void emit2(CommonTree opAST, short opcode, int arg, int arg2) {
  $template::state.emit2(opAST, opcode, arg, arg2);
 }
 public void emit2(CommonTree opAST, short opcode, String s, int arg2) {
  $template::state.emit2(opAST, opcode, s, arg2);
 }
   public void emit(CommonTree opAST, short opcode) {
  $template::state.emit(opAST, opcode);
 }
 public void insert(int addr, short opcode, String s) {
  $template::state.insert(addr, opcode, s);
 }
 public void setOption(CommonTree id) {
  $template::state.setOption(id);
 }
 public void write(int addr, short value) {
  $template::state.write(addr,value);
 }
 public int address() { return $template::state.ip; }
 public void func(CommonTree id) { $template::state.func(templateToken,
 id); }
 public void refAttr(CommonTree id) { $template::state.refAttr(templateToken, id); }
 public int defineString(String s) { return $template::state.defineString(s); }
}

templateAndEOF : template[null,null] EOF; // hush warning; ignore

template[String name, List<FormalArgument> args] returns [CompiledST impl]
scope {
   CompilationState state; // automatically get a new state pointer per invocation
}
@init {
 $template::state = new CompilationState(errMgr, name, input.getTokenStream());
 $impl = $template::state.impl;
 if ( $template.size() == 1 ) outermostImpl = $impl;
 $impl.defineFormalArgs($args); // make sure args are defined prior to compilation
 if ( name!=null && name.startsWith(Compiler.SUBTEMPLATE_PREFIX) ) {
     $impl.addArg(new FormalArgument("i"));
     $impl.addArg(new FormalArgument("i0"));
   }
 $impl.template = template; // always forget the entire template; char indexes are relative to it
}
```

```
 : chunk
  { // finish off
 the CompiledST result
      if ( $template::state.stringtable!=null ) $impl.strings = $template::state.stringtable.toArray();
      $impl.codeSize = $template::state.ip;
  }
 ;

chunk
 : element*
 ;

element
 : ^(INDENTED_EXPR INDENT compoundElement[$INDENT]) // ignore indent in front of IF and region blocks
 | compoundElement[null]
 | ^(INDENTED_EXPR INDENT {$template::state.indent($INDENT);} singleElement
{$template::state.emit(Bytecode.INSTR_DEDENT);})
 | singleElement
 ;

singleElement
 : exprElement
 | TEXT
  {
  if ( $TEXT.text.length()>0 ) {
   emit1($TEXT,Bytecode.INSTR_WRITE_STR, $TEXT.text);
  }
  }

 | NEWLINE {emit($NEWLINE, Bytecode.INSTR_NEWLINE);}
 ;

compoundElement[CommonTree indent]
 : ifstat[indent]
 | region[indent]
 ;

exprElement
@init { short op = Bytecode.INSTR_WRITE; }
 : ^( EXPR expr (exprOptions {op=Bytecode.INSTR_WRITE_OPT;})? )
  {
  /*
  CompilationState state = $template::state;
  CompiledST impl = state.impl;
  if
 ( impl.instrs[state.ip-1] == Bytecode.INSTR_LOAD_LOCAL ) {
   impl.instrs[state.ip-1] = Bytecode.INSTR_WRITE_LOCAL;
  }
```

```
 else {
  emit($EXPR, op);
 }
 */
 emit($EXPR, op);
 }
;

region[CommonTree indent] returns [String name]
@init {
 if ( indent!=null ) $template::state.indent(indent);
}
@after {
 if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
 : ^( REGION ID
   {$name = STGroup.getMangledRegionName(outermostTemplateName, $ID.text);}
   template[$name,null]
   {
   CompiledST sub = $template.impl;
        sub.isRegion = true;
        sub.regionDefType = ST.RegionType.EMBEDDED;
        sub.templateDefStartToken = $ID.token;
   //sub.dump();
   outermostImpl.addImplicitlyDefinedTemplate(sub);
   emit2($start, Bytecode.INSTR_NEW, $region.name, 0);
   emit($start, Bytecode.INSTR_WRITE);
   }
   )
;

subtemplate returns [String name, int nargs]
@init {
   $name = Compiler.getNewSubtemplateName();
 List<FormalArgument>
 args = new ArrayList<FormalArgument>();
}
 : ^( SUBTEMPLATE
   (^(ARGS (ID {args.add(new FormalArgument($ID.text));})+))*
   {$nargs = args.size();}
   template[$name,args]
   {
   CompiledST sub = $template.impl;
   sub.isAnonSubtemplate = true;
        sub.templateDefStartToken = $SUBTEMPLATE.token;
          sub.ast = $SUBTEMPLATE;
          sub.ast.setUnknownTokenBoundaries();
          sub.tokens = input.getTokenStream();
```

```
  //sub.dump();
  outermostImpl.addImplicitlyDefinedTemplate(sub);
  }
  )
| SUBTEMPLATE // {}
  {
  CompiledST sub = new CompiledST();
  sub.name = $name;
  sub.template = "";
  sub.addArg(new FormalArgument("i"));
  sub.addArg(new FormalArgument("i0"));
  sub.isAnonSubtemplate = true;
        sub.templateDefStartToken = $SUBTEMPLATE.token;
         sub.ast = $SUBTEMPLATE;
         sub.ast.setUnknownTokenBoundaries();
         sub.tokens = input.getTokenStream();
  //sub.dump();
  outermostImpl.addImplicitlyDefinedTemplate(sub);
  }
;

ifstat[CommonTree
 indent]
@init {
  /** Tracks address of branch operand (in code block).  It's how
   *  we backpatch forward references when generating code for IFs.
   */
  int prevBranchOperand = -1;
  /** Branch instruction operands that are forward refs to end of IF.
   *  We need to update them once we see the endif.
   */
  List<Integer> endRefs = new ArrayList<Integer>();
  if ( indent!=null ) $template::state.indent(indent);
}
@after {
 if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
 : ^( i='if' conditional
  {
        prevBranchOperand = address()+1;
        emit1($i,Bytecode.INSTR_BRF, -1); // write placeholder as branch target
  }
  chunk
  ( ^(eif='elseif'
   {
   endRefs.add(address()+1);
   emit1($eif,Bytecode.INSTR_BR, -1); // br end
   // update previous branch instruction
```

```
   write(prevBranchOperand, (short)address());
   prevBranchOperand = -1;
   }
   ec=conditional
   {

      prevBranchOperand = address()+1;
        // write placeholder as branch target
        emit1($ec.start, Bytecode.INSTR_BRF, -1);
   }
   chunk
   )
  )*
  ( ^( el='else'
    {
    endRefs.add(address()+1);
    emit1($el, Bytecode.INSTR_BR, -1); // br end
    // update previous branch instruction
    write(prevBranchOperand, (short)address());
    prevBranchOperand = -1;
    }
    chunk
    )
  )?
  )
  {
  if ( prevBranchOperand>=0 ) {
   write(prevBranchOperand, (short)address());
  }
      for (int opnd : endRefs) write(opnd, (short)address());
  }
 ;

conditional
 : ^(OR conditional conditional)  {emit($OR, Bytecode.INSTR_OR);}
 | ^(AND conditional conditional)  {emit($AND, Bytecode.INSTR_AND);}
 | ^(BANG conditional)     {emit($BANG, Bytecode.INSTR_NOT);}
 | expr // not all expr are valid, but reuse code gen (parser restricts syntax)
 ;

exprOptions : {emit($start, Bytecode.INSTR_OPTIONS);}
 ^(OPTIONS option*) ;

option : ^('=' ID expr) {setOption($ID);} ;

expr
@init {int nt = 0, ne = 0;}
 : ^(ZIP ^(ELEMENTS (expr {ne++;})+) mapTemplateRef[ne])
```

```
 {emit1($ZIP, Bytecode.INSTR_ZIP_MAP, ne);}
| ^(MAP expr (mapTemplateRef[1] {nt++;})+)
 {
 if ( nt>1 ) emit1($MAP, nt>1?Bytecode.INSTR_ROT_MAP:Bytecode.INSTR_MAP, nt);
 else emit($MAP, Bytecode.INSTR_MAP);
 }
| prop
| includeExpr
;

prop: ^(PROP expr ID)      {emit1($PROP, Bytecode.INSTR_LOAD_PROP, $ID.text);}
| ^(PROP_IND expr expr)    {emit($PROP_IND, Bytecode.INSTR_LOAD_PROP_IND);}
;

mapTemplateRef[int num_exprs]
: ^( INCLUDE ID
  {for (int i=1; i<=$num_exprs; i++) emit($INCLUDE,Bytecode.INSTR_NULL);}
  args
 )
 {
 if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
 if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $ID.text);
 else emit2($INCLUDE, Bytecode.INSTR_NEW, $ID.text, $args.n+$num_exprs);
 }
| subtemplate
 {
 if ( $subtemplate.nargs
!= $num_exprs ) {
        errMgr.compileTimeError(ErrorType.ANON_ARGUMENT_MISMATCH,
            templateToken, $subtemplate.start.token, $subtemplate.nargs, $num_exprs);
 }
 for (int i=1; i<=$num_exprs; i++) emit($subtemplate.start,Bytecode.INSTR_NULL);
     emit2($subtemplate.start, Bytecode.INSTR_NEW,
           $subtemplate.name,
           $num_exprs);
 }

| ^( INCLUDE_IND expr
  {
  emit($INCLUDE_IND,Bytecode.INSTR_TOSTR);
  for (int i=1; i<=$num_exprs; i++) emit($INCLUDE_IND,Bytecode.INSTR_NULL);
  }
  args
  {
  emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n+$num_exprs);
  }
  )
;
```

```
includeExpr
 : ^(EXEC_FUNC ID expr?)  {func($ID);}
 | ^(INCLUDE ID args)
  {
  if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
  if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $ID.text);
  else emit2($INCLUDE, Bytecode.INSTR_NEW, $ID.text, $args.n);
  }
 | ^(INCLUDE_SUPER
 ID args)
  {
  if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
  if ( $args.namedArgs ) emit1($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW_BOX_ARGS, $ID.text);
  else emit2($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW, $ID.text, $args.n);
  }
 | ^(INCLUDE_REGION ID)  {
        CompiledST impl =
         Compiler.defineBlankRegion(outermostImpl, $ID.token);
        //impl.dump();
        emit2($INCLUDE_REGION,Bytecode.INSTR_NEW,impl.name,0);
        }
 | ^(INCLUDE_SUPER_REGION ID) {
                        String mangled =
                           STGroup.getMangledRegionName(outermostImpl.name, $ID.text);
        emit2($INCLUDE_SUPER_REGION,Bytecode.INSTR_SUPER_NEW,mangled,0);
        }
 | primary
 ;

primary
 : ID    {refAttr($ID);}
 | STRING   {emit1($STRING,Bytecode.INSTR_LOAD_STR, Misc.strip($STRING.text,1));}
 | TRUE   {emit($TRUE, Bytecode.INSTR_TRUE);}
 | FALSE   {emit($FALSE, Bytecode.INSTR_FALSE);}
 | subtemplate  //
 push a subtemplate but ignore args since we can't pass any to it here
              {emit2($start,Bytecode.INSTR_NEW, $subtemplate.name, 0);}
 | list
 | ^( INCLUDE_IND
   expr   {emit($INCLUDE_IND, Bytecode.INSTR_TOSTR);}
   args       {emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n);}
   )
 | ^(TO_STR expr) {emit($TO_STR, Bytecode.INSTR_TOSTR);}
 ;

arg : expr ;
```

```
args returns [int n=0, boolean namedArgs=false, boolean passThru]
 : ( arg {$n++;} )+
 | {emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;}
  ( ^(eq='=' ID expr)
   {$n++; emit1($eq, Bytecode.INSTR_STORE_ARG, defineString($ID.text));}
  )+
  ( '...' {$passThru=true;} )?
   |  '...' {$passThru=true; emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;}
 |
 ;

list: {emit($start, Bytecode.INSTR_LIST);}
  ^(LIST (listElement {emit($listElement.start, Bytecode.INSTR_ADD);})* )
 ;

listElement : expr | NULL {emit($NULL,Bytecode.INSTR_NULL);} ;
```

Found in path(s):
* /st4-4-0-8-sources-1-jar/org/stringtemplate/v4/compiler/CodeGenerator.g

1.323 cxf-rt-rs-extension-search 2.7.18

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1.324 model 3.0.6

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* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Person.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Authorship.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PersonLegalDefence.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Company.java
*
 /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Publication.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PersonImpl.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/CompanyAddressInfo.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Magazine.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Distribution.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PersonSuit.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/OnlineDistribution.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Nose.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Photo.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Book.java
*
 /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Pen.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PublicationToDistribution.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/TimestampGenerator.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/MotivationGenerator.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Comment.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Profession.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Author.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Post.java

* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PrintDistribution.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Commentable.java
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* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/DataUser.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/PostalAddress.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/UserBase.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/EmailAddress.java
*
 /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Address.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Select.java
* /activeobjects-integration-test-model-3-0-6-sources-jar/net/java/ao/it/model/Message.java

1.325 snake-yaml 2.2

1.325.1 Available under license :

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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/Mark.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/resolver/Resolver.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Node.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/SerializerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/TagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/YAMLException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/Yaml.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/composer/ComposerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/ArrayStack.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/composer/Composer.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/internal/Logger.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/EnumUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/ParserImpl.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/Emitter.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java

* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/NodeId.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Production.java
*
 /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/ParserException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Represent.java
*

/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/Tag.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/representer/Representer.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/TypeDescription.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
*
/snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/Token.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
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/**
* A Base64 encoder/decoder.
*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: www.
* source-code.biz/base64coder/java
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland
* Multi-licensed: EPL / LGPL / GPL / AL / BSD.
*/

Found in path(s):
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java

1.326 pgx 5.7.2

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1.327 netty-codec-http3 4.2.5.Final

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/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/DefaultHttp3CancelPushFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/DefaultHttp3DataFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/DefaultHttp3GoAwayFrame.java/*
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jar/io/netty/handler/codec/http3/Http3.java/*
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/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3ControlStreamFrameTypeValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3ControlStreamInboundHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3ControlStreamOutboundHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3DataFrame.java/*
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/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3Exception.java/*
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/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3FrameTypeDuplexValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3FrameTypeInboundValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3FrameTypeOutboundValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3FrameTypeValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3FrameValidationUtils.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3GoAwayFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3Headers.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3HeadersFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3HeadersSink.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-

jar/io/netty/handler/codec/http3/Http3HeadersValidationException.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3MaxPushIdFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushPromiseFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamClientInitializer.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamClientValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamFrameTypeValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamServerInitializer.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3PushStreamServerValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamCodecState.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamDecodeStateValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamEncodeStateValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamFrameTypeValidator.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamInboundHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamInitializer.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamValidationHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3RequestStreamValidationUtils.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3ServerConnectionHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3ServerPushStreamManager.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3SettingsFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3UnidirectionalStreamInboundClientHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3UnidirectionalStreamInboundHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/Http3UnidirectionalStreamInboundServerHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-

jar/io/netty/handler/codec/http3/Http3UnknownFrame.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/HttpConversionUtil.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/NotNullByDefault.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackAttributes.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackDecoder.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackDecoderDynamicTable.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackDecoderHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackDecoderStateSyncStrategy.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackEncoder.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackEncoderDynamicTable.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackEncoderHandler.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackException.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackHeaderField.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackHuffmanDecoder.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackHuffmanEncoder.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackStaticTable.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/QpackUtil.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/io/netty/handler/codec/http3/package-info.java/*
/opt/cola/permits/2659412832_1759295443.020823/0/netty-codec-http3-4-2-5-final-sources-jar/module-info.yml#

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-codec-http3-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-http3/pom.xml

1.328 gofork 1.7.6

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1.329 isorelax 20090621

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* @(#)$Id: SchemaProvider.java,v 1.6 2003/05/30 23:46:32 kkawa Exp $
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* @(#)$Id: AttributesDecl.java,v 1.3 2001/11/01 00:11:45 kkawa Exp $
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1.330 snmp-4j 1.11

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 _##  SNMP4J - UsmSecurityStateReference.java
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```
/*_############################################################################
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 _##  SNMP4J - MessageDispatcherImpl.java
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* /dozer-5-5-1-sources-jar/org/dozer/loader/api/TypeMappingOption.java
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* /dozer-5-5-1-sources-jar/org/dozer/propertydescriptor/JavaBeanPropertyDescriptor.java
* /dozer-5-5-1-sources-jar/org/dozer/propertydescriptor/DeepHierarchyElement.java
* /dozer-5-5-1-sources-jar/org/dozer/inject/Inject.java
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* /dozer-5-5-1-sources-jar/org/dozer/classmap/generator/GeneratorUtils.java
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* /dozer-5-5-1-sources-jar/org/dozer/fieldmap/CustomGetSetMethodFieldMap.java
* /dozer-5-5-1-sources-jar/org/dozer/DozerBeanMapperSingletonWrapper.java
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* /dozer-5-5-1-sources-jar/org/dozer/util/LogMsgFactory.java
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* /dozer-5-5-1-sources-jar/org/dozer/converters/CustomConverterDescription.java
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* /dozer-5-5-1-sources-jar/org/dozer/cache/CacheKeyFactory.java
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* /dozer-5-5-1-sources-jar/org/dozer/metadata/DozerFieldMappingMetadata.java
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* /dozer-5-5-1-sources-jar/org/dozer/jmx/DozerStatisticsController.java
* /dozer-5-5-1-sources-jar/org/dozer/loader/xml/SimpleElementReader.java
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* /dozer-5-5-1-sources-jar/org/dozer/classmap/RelationshipType.java
* /dozer-5-5-1-sources-jar/org/dozer/util/HibernateProxyResolver.java
* /dozer-5-5-1-sources-jar/org/dozer/util/DefaultProxyResolver.java
* /dozer-5-5-1-sources-jar/org/dozer/inject/BeanRegistry.java
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* /asm-9-2-sources-jar/org/objectweb/asm/ClassVisitor.java
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* /asm-9-2-sources-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-9-2-sources-jar/org/objectweb/asm/ClassReader.java
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* /asm-9-2-sources-jar/org/objectweb/asm/TypeReference.java
* /asm-9-2-sources-jar/org/objectweb/asm/Edge.java
* /asm-9-2-sources-jar/org/objectweb/asm/Symbol.java
* /asm-9-2-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-9-2-sources-jar/org/objectweb/asm/Type.java
* /asm-9-2-sources-jar/org/objectweb/asm/TypePath.java
* /asm-9-2-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-9-2-sources-jar/org/objectweb/asm/RecordComponentVisitor.java
* /asm-9-2-sources-jar/org/objectweb/asm/Handle.java
* /asm-9-2-sources-jar/org/objectweb/asm/ClassWriter.java
* /asm-9-2-sources-jar/org/objectweb/asm/Constants.java

1.334 swagger-jersey2-jaxrs 1.5.20

1.335 javassist 3.28.0-GA

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* /javassist-3-28-0-ga-sources-jar/javassist/CtPrimitiveType.java
* /javassist-3-28-0-ga-sources-jar/javassist/bytecode/analysis/SubroutineScanner.java
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* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/PrivateKeyUtils.java
*
 /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SessionMappingStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/UrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/validation/json/Cas30JsonProxyReceivingTicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyGrantingTicketStorageImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/URIBuilder.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/EntireRegionRegexUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AssertionHolder.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyGrantingTicketStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/HashMapBackedSessionMappingStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/Protocol.java
*
 /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/CommonUtils.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AttributePrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas10TicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/SimpleGroup.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas10TicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/HttpServletRequestWrapperFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/ServiceAndTicketCallbackHandler.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SingleSignOutHttpSessionListener.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/TicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/DefaultGatewayResolverImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/XmlUtils.java
*
 /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/InvalidProxyChainTicketValidationException.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/RegexHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/AnyHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AssertionThreadLocalFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/HttpURLConnectionFactory.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/LegacyConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/ContainsPatternUrlPatternMatcherStrategy.java
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jar/org/jasig/cas/client/configuration/SystemPropertiesConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/FacesCompatibleAuthenticationRedirectStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/TicketValidationJsonResponse.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SingleSignOutHandler.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/PropertiesConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AbstractTicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AuthenticationRedirectStrategy.java
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/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/Cas20ProxyRetriever.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/WhitelistHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/HttpsURLConnectionFactory.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationStrategyName.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ErrorRedirectFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/TicketValidationException.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/SimplePrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/JsonValidationResponseParser.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/WebXmlConfigurationStrategyImpl.java
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/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/ExactUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/CleanUpTimerTask.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/CasLoginModule.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/Cas30JsonServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/BaseConfigurationStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AttributePrincipalImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AbstractCasFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/DefaultAuthenticationRedirectStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationKeys.java
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/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ThreadLocalXPathExpression.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationKey.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/RegexUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/DelegatingFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ProxyReceivingTicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ReflectUtils.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AbstractConfigurationFilter.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/validation/AbstractCasProtocolUrlBasedTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/AssertionPrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Assertion.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AssertionImpl.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyRetriever.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/ProxyList.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/Cas30JsonProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/MapNamespaceContext.java

* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AuthenticationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/ProxyListEditor.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AbstractUrlBasedTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/Servlet3AuthenticationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/GatewayResolver.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ProxyReceivingTicketValidationFilter.java
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1.338 gson 2.9.1

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* /gson-2-9-1-sources-jar/com/google/gson/annotations/Since.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonDeserializer.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/ObjectConstructor.java
*
 /gson-2-9-1-sources-jar/com/google/gson/JsonElement.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/Primitives.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonPrimitive.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-9-1-sources-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonNull.java
* /gson-2-9-1-sources-jar/com/google/gson/Gson.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonObject.java
* /gson-2-9-1-sources-jar/com/google/gson/GsonBuilder.java
* /gson-2-9-1-sources-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-9-1-sources-jar/com/google/gson/annotations/SerializedName.java
* /gson-2-9-1-sources-jar/com/google/gson/annotations/Until.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonSerializer.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/$Gson$Preconditions.java
*
 /gson-2-9-1-sources-jar/com/google/gson/InstanceCreator.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonIOException.java
* /gson-2-9-1-sources-jar/com/google/gson/JsonParseException.java
* /gson-2-9-1-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-9-1-sources-jar/com/google/gson/FieldNamingPolicy.java
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* /gson-2-9-1-sources-jar/com/google/gson/internal/LazilyParsedNumber.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
*
 /gson-2-9-1-sources-jar/com/google/gson/internal/ConstructorConstructor.java
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* /gson-2-9-1-sources-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-9-1-sources-jar/com/google/gson/stream/JsonReader.java
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* /gson-2-9-1-sources-jar/com/google/gson/TypeAdapter.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
*
 /gson-2-9-1-sources-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-9-1-sources-jar/com/google/gson/TypeAdapterFactory.java
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Ty Coon, President of Vice

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1.341 jackson-xc 2.16.0

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* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/internal/log/AbstractLogger.java
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* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/XmlFileBuilder.java
* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/JarUtils.java
*
/cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/Dom4JXmlFileBuilder.java
* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/Base64.java
* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/CargoException.java
* /cargo-core-api-util-1-0-1-sources-jar-zip/cargo-core-api-util-1-0-1-sources-jar/org/codehaus/cargo/util/Dom4JUtil.java

1.343 rfc8040-model-api 7.0.7

1.343.1 Available under license :

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*/

Found in path(s):
* /rfc8040-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8040/model/api/YangDataStatements.java
* /rfc8040-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8040/model/api/YangDataConstants.java
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* /rfc8040-model-api-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/rfc8040-model-api/pom.xml
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* /rfc8040-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8040/model/api/YangDataSchemaNode.java
* /rfc8040-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc8040/model/api/YangDataEffectiveStatement.java
* /rfc8040-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8040/model/api/YangDataStatement.java
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1.344 netty-buffer 4.1.125.Final

1.344.1 Available under license :

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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/META-INF/native-image/io.netty/netty-buffer/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/AbstractByteBuf.java/*
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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java/*
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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java/*
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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/package-info.java/*
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java/*
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java/*
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/AhoCorasicSearchProcessorFactory.java/*
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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/MultiSearchProcessor.java/*
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/MultiSearchProcessorFactory.java/*
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/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/SearchProcessorFactory.java/*
/opt/cola/permits/2657659807_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/package-info.java/*

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in path(s):
*
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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-buffer-4-1-125-final-sources-jar/META-INF/maven/io.netty/netty-buffer/pom.xml

1.345 my-test-package 1.0

1.345.1 Available under license :

MIT

1.346 asm-tree 9.2

1.346.1 Available under license :

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* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/RecordComponentNode.java
*
/asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ClassNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/Util.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/AnnotationNode.java
*
/asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ModuleExportNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ModuleNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ModuleRequireNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/InsnNode.java
*
/asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/FieldNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/InsnList.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /asm-tree-9-2-sources-1-jar/org/objectweb/asm/tree/ModuleOpenNode.java

1.347 cglib 3.3.0

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1.349 netty-transport-native-kqueue 4.1.125.Final

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Manifest-Version: 1.0
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Bundle-SymbolicName: io.netty.transport-native-kqueue.osx-x86_64
Built-By: runner
Bnd-LastModified: 1756889626351
Specification-Title: Netty/Transport/Native/KQueue
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional
Fragment-Host: io.netty.transport-classes-kqueue
Bundle-Name: Netty/Transport/Native/KQueue
Bundle-NativeCode: META-INF/native/libnetty_transport_native_kqueue_x8
6_64.jnilib; osname=MacOSX; processor=x86_64
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Native/KQueue
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework
 for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.kqueue.osx.x86_64
Implementation-Version: 4.1.125.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8
Bundle-Version: 4.1.125.Final
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Build-Jdk: 1.8.0_462
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* https://github.com/eclipse-ee4j/jersey

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1.351 jackson-module-parameter-names 2.19.2

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1.352 castor 1.3.1

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"Algorithms", by Ian Craw and John Pulham
(University of Aberdeen 1999).
The textbook (containing a proof that the shuffle is uniformly random) is
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Public License instead of this License.
Automatically generated by apkbuild-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')

```
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
```

8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {

```
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
```

```
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
```

```
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
```

```
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif
```

```
/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
```

```
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {    \
 (elm)->field.sle_next = (head)->slh_first;    \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {    \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {     \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {    \
 if ((head)->slh_first == (elm)) {     \
  SLIST_REMOVE_HEAD((head), field);    \
 }        \
 else {        \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }        \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}
```

```
/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
    (var) != LIST_END(head);     \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&     \
    ((tvar) = LIST_NEXT((var), field), 1);   \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
```

```
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
```

```
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
```

```
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
```

```
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
```

```
 (head)->tqh_last = &(elm)->field.tqe_next;  \
(listelm)->field.tqe_next = (elm);    \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)
```

```
/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {    \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {    \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
```

```
 (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))
```

```
#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
```

```
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
  QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
  QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
  QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
```

```
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
```

```
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
```

```
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT
```

```
#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}
```

```
package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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*
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* modification, are permitted provided that the following conditions
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*
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* OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.
* IN NO EVENT SHALL THE
 AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT,
* INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
```

```
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
```

```
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
```

```
    name##_SPLAY(head, elm);    \
    __comp = (cmp)(elm, (head)->sph_root);  \
    if(__comp < 0) {    \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {    \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);     \
  return (NULL);      \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {     \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }      \
  return (elm);     \
 }       \
 return (NULL);      \
}       \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{       \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
```

```
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/         \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
```

```
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
```

```
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
```

```
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {    \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
```

```
}       \
       \
attr void       \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
 struct type *tmp;     \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }     \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
```

```
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
```

```
 elm = left;     \
child = RB_RIGHT(elm, field);    \
parent = RB_PARENT(elm, field);    \
color = RB_COLOR(elm, field);    \
if (child)      \
 RB_PARENT(child, field) = parent;  \
if (parent) {      \
 if (RB_LEFT(parent, field) == elm)  \
  RB_LEFT(parent, field) = child;  \
 else      \
  RB_RIGHT(parent, field) = child; \
 RB_AUGMENT(parent);    \
} else       \
 RB_ROOT(head)
= child;    \
if (RB_PARENT(elm, field) == old)   \
 parent = elm;     \
(elm)->field = (old)->field;    \
if (RB_PARENT(old, field)) {    \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
  RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else      \
  RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field));  \
} else       \
 RB_ROOT(head) = elm;    \
RB_PARENT(RB_LEFT(old, field), field) = elm;  \
if (RB_RIGHT(old, field))    \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) {      \
 left = parent;     \
 do {      \
  RB_AUGMENT(left);   \
 } while ((left = RB_PARENT(left, field)) != NULL); \
}       \
goto color;      \
}       \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
```

```
 } else       \
  RB_ROOT(head) = child;    \
color:       \
 if (color == RB_BLACK)     \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);      \
}       \
       \
/* Inserts a node into the RB tree */    \
attr struct type *      \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{       \
 struct type *tmp;     \
 struct type *parent = NULL;    \
 int comp = 0;      \
 tmp = RB_ROOT(head);     \
 while (tmp) {      \
  parent = tmp;     \
  comp = (cmp)(elm, parent);   \
  if (comp < 0)     \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)    \
   tmp = RB_RIGHT(tmp, field);   \
  else      \
   return (tmp);    \
 }       \
 RB_SET(elm, parent, field);    \
 if (parent != NULL) {     \
  if (comp < 0)     \
   RB_LEFT(parent, field) = elm;   \
  else      \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head) = elm;    \
 name##_RB_INSERT_COLOR(head,
 elm);   \
 return (NULL);      \
}       \
       \
/* Finds the node with the same key as elm */   \
attr struct type *      \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);   \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);    \
```

```
 if (comp < 0)      \
  tmp = RB_LEFT(tmp, field);   \
 else if (comp > 0)     \
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }       \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
     (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
```

```
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
```

```
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
```

license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-$_kernver.tar.xz
 revert-broken-uapi.patch
 0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

1.358 queue 1.1.0

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1.359 joda-time 2.10.6

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* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/RequestBuilder.java
*
 /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Socket.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/TransportNotSupported.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/StreamTransport.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/util/FutureProxy.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Decoder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultRequestBuilder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Function.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/FunctionResolver.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Options.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/AtmosphereRequest.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultFuture.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/serial/SerializedFireStage.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Encoder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Client.java
*
 /wasync-2-1-7-sources-jar/org/atmosphere/wasync/OptionsBuilder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Transport.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/WebSocketTransport.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Request.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/serial/SerializedClient.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/LongPollingTransport.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/serial/SerializedOptionsBuilder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultOptions.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/SSETransport.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/util/Utils.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultOptionsBuilder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/transport/TransportsUtil.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/serial/SerialSocketRuntime.java
*
 /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultRequest.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/decoder/PaddingAndHeartbeatDecoder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/SocketRuntime.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/AtmosphereClient.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/serial/SerializedOptions.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/AtmosphereSocketRuntime.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/AtmosphereSocket.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/FunctionWrapper.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultClient.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/DefaultSocket.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/impl/ClientUtil.java

* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/Event.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/ReplayDecoder.java
* /wasync-2-1-7-sources-jar/org/atmosphere/wasync/ClientFactory.java
*
/wasync-2-1-7-sources-jar/org/atmosphere/wasync/Future.java

1.362 simpleclient_tracer_otel_agent 0.16.0

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Found in path(s):
* /simpleclient-tracer-otel-agent-0-16-0-sources-2-jar/META-INF/maven/io.prometheus/simpleclient_tracer_otel_agent/pom.xml

1.363 swagger-annotations 2.2.9

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1.364 javax-annotation-api 1.3.2

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* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/BooleanTest.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/InvalidInputException.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/ReturnTest.java
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* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/GrammarInfo.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/gUnitTestInput.java
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* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/gUnitExecutor.java
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*/
group junit;

classHeader(header,junitFileName,hasTreeAdaptor,treeAdaptorPath,
  hasPackage,packagePath,lexerPath,parserPath,treeParserPath,isTreeGrammar) ::= <<
<header>

```
import org.antlr.gunit.gUnitBaseTest;

public class <junitFileName> extends gUnitBaseTest {

 public void setUp() {
  <if(hasTreeAdaptor)><\t><\t>this.treeAdaptorPath = "<treeAdaptorPath>";<endif>
  <if(hasPackage)><\t><\t>this.packagePath = "<packagePath>";<endif>
  this.lexerPath
 = "<lexerPath>";
  this.parserPath = "<parserPath>";
  <if(isTreeGrammar)><\t><\t>this.treeParserPath = "<treeParserPath>";<endif>
 }<\n><\n>
>>

testTreeRuleMethod(methodName,testTreeRuleName,testRuleName,test,tokenType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  Object retval = execTreeParser(<testTreeRuleName>, <testRuleName>, "<test.inputEscaped>", <test.isFile>);
  Object actual = examineExecResult(<tokenType>, retval);
  Object expecting = <expecting>;

  assertEquals("testing rule "+<testTreeRuleName>, expecting, actual);
 }<\n><\n>
>>

testTreeRuleMethod2(methodName,testTreeRuleName,testRuleName,test,returnType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  <returnType> retval = (<returnType>)execTreeParser(<testTreeRuleName>, <testRuleName>,
"<test.inputEscaped>", <test.isFile>);

  assertTrue("testing rule "+<testTreeRuleName>,
 <expecting>);
 }<\n><\n>
>>

testRuleMethod(isLexicalRule,methodName,testRuleName,test,tokenType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  Object retval = <if(isLexicalRule)>execLexer<else>execParser<endif>(<testRuleName>, <test.line>,
"<test.inputEscaped>", <test.isFile>);
  Object actual = examineExecResult(<tokenType>, retval);
  Object expecting = <expecting>;

  assertEquals("testing rule "+<testRuleName>, expecting, actual);
 }<\n><\n>
>>
```

```
testRuleMethod2(methodName,testRuleName,test,returnType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  <returnType> retval = (<returnType>)execParser(<testRuleName>, <test.line>, "<test.inputEscaped>",
<test.isFile>);

  assertTrue("testing rule "+<testRuleName>, <expecting>);
 }<\n><\n>
>>
```

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* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/RuleListController.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/ITestCaseOutput.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/RunnerController.java

* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCase.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/WorkSpaceController.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestSuite.java
*
/gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/IController.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/WorkSpaceView.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestSuiteFactory.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/runner/gUnitAdapter.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/TestCaseEditController.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/runner/TestSuiteAdapter.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseOutputResult.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/runner/ParserLoader.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/runner/NotifiedTestExecuter.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/ITestCaseInput.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseOutputAST.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseOutputStdOut.java
*
/gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseOutputReturn.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseInputMultiString.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/AbstractInputEditor.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/Rule.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseInputString.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/StatusBarController.java
* /gunit-3-5-2-sources-1-jar/org/antlr/gunit/swingui/model/TestCaseInputFile.java
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*/
group gUnitTestResult;

testResult(title, num_of_test, num_of_failure, failure, has_invalid, num_of_invalid, invalid) ::= <<

<title> with <num_of_test> tests

<num_of_failure> failures found:
<failure:{<it.header>
expected: <it.expectedResult>
actual: <it.actualResult>

}>
<if(has_invalid)>
<num_of_invalid>
 invalid inputs found:
<invalid:{<it.header>
invalid input: <it.actual>
}>
<endif>

Tests run: <num_of_test>, Failures: <num_of_failure>

>>

Found in path(s):
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1.368 rfc8040-parser-support 7.0.7

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

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

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Bit Twiddling Hacks

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

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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 </PropertyGroup>
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  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
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  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
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1.370 json-simple 1.1.1

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1.374 pyproject-hooks 1.2.0

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* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/RevisionDependencyResolver.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/SemVerDependencyResolver.java
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* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/AbstractYangTextSchemaSourceRegistration.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/YangTextSchemaSourceRegistration.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/YangTextSchemaContextResolver.java
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* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/impl/DefaultYangParserFactory.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/impl/package-info.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/impl/YangParserFactoryImpl.java
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* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/SourceIdMismatchDetector.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/DependencyResolver.java
* /yang-parser-impl-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/repo/SharedSchemaRepository.java
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1.377 bouncycastle-fips 2.1.2

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1.378 jline 3.26.1

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* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/SystemCompleter.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/linux/LinuxNativePty.java
* /jline-3-26-1-sources-jar/org/jline/console/CommandMethods.java
* /jline-3-26-1-sources-jar/org/jline/console/ScriptEngine.java
* /jline-3-26-1-sources-jar/org/jline/console/CommandRegistry.java
* /jline-3-26-1-sources-jar/org/jline/widget/AutosuggestionWidgets.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/freebsd/FreeBsdNativePty.java
*
 /jline-3-26-1-sources-jar/org/jline/console/impl/JlineCommandRegistry.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/win/JansiWinSysTerminal.java
* /jline-3-26-1-sources-jar/org/jline/console/CommandInput.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/JniNativePty.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/freebsd/CLibrary.java
* /jline-3-26-1-sources-jar/org/jline/utils/ColorPalette.java
* /jline-3-26-1-sources-jar/org/jline/console/impl/AbstractCommandRegistry.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/JnaNativePty.java
* /jline-3-26-1-sources-jar/org/jline/console/CmdDesc.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/osx/OsXNativePty.java
* /jline-3-26-1-sources-jar/org/jline/reader/EndOfFileException.java
* /jline-3-26-1-sources-jar/org/jline/reader/LineReaderBuilder.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/JansiTerminalProvider.java
* /jline-3-26-1-sources-jar/org/jline/console/CmdLine.java
*
 /jline-3-26-1-sources-jar/org/jline/widget/AutopairWidgets.java
* /jline-3-26-1-sources-jar/org/jline/utils/Log.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/DefaultParser.java

* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/win/NativeWinSysTerminal.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/osx/CLibrary.java
* /jline-3-26-1-sources-jar/org/jline/utils/Display.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/JniTerminalProvider.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/linux/CLibrary.java
* /jline-3-26-1-sources-jar/org/jline/reader/CompletionMatcher.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/ReaderUtils.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/solaris/CLibrary.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/JnaWinSysTerminal.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/JansiNativePty.java
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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractPosixTerminal.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/AggregateCompleter.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/DefaultExpander.java
* /jline-3-26-1-sources-jar/org/jline/reader/Binding.java
* /jline-3-26-1-sources-jar/org/jline/reader/Macro.java
* /jline-3-26-1-sources-jar/org/jline/utils/ExecHelper.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/exec/ExecPty.java
* /jline-3-26-1-sources-jar/org/jline/utils/Levenshtein.java
* /jline-3-26-1-sources-jar/org/jline/reader/Widget.java
*
 /jline-3-26-1-sources-jar/org/jline/terminal/impl/MouseSupport.java
* /jline-3-26-1-sources-jar/org/jline/utils/DiffHelper.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/UndoTree.java
* /jline-3-26-1-sources-jar/org/jline/terminal/Attributes.java
* /jline-3-26-1-sources-jar/org/jline/utils/ClosedException.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/NullCompleter.java
* /jline-3-26-1-sources-jar/org/jline/utils/ShutdownHooks.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/EnumCompleter.java
* /jline-3-26-1-sources-jar/org/jline/keymap/KeyMap.java
* /jline-3-26-1-sources-jar/org/jline/utils/InputStreamReader.java
* /jline-3-26-1-sources-jar/org/jline/terminal/MouseEvent.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/CursorSupport.java
* /jline-3-26-1-sources-jar/org/jline/reader/UserInterruptException.java
* /jline-3-26-1-sources-jar/org/jline/utils/WCWidth.java
* /jline-3-26-1-sources-jar/org/jline/terminal/Cursor.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/WindowsAnsiWriter.java
*
 /jline-3-26-1-sources-jar/org/jline/reader/Reference.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/NativeSignalHandler.java
* /jline-3-26-1-sources-jar/org/jline/terminal/spi/Pty.java
* /jline-3-26-1-sources-jar/org/jline/utils/AttributedString.java
* /jline-3-26-1-sources-jar/org/jline/utils/OSUtils.java
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* /jline-3-26-1-sources-jar/org/jline/utils/AnsiWriter.java
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* /jline-3-26-1-sources-jar/org/jline/terminal/spi/TerminalExt.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/win/WindowsSupport.java
* /jline-3-26-1-sources-jar/org/jline/reader/EOFError.java
* /jline-3-26-1-sources-jar/org/jline/reader/SyntaxError.java
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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/FfmTerminalProvider.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/NativeWinSysTerminal.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/NativeWinConsoleWriter.java
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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ExternalTerminal.java
* /jline-3-26-1-sources-jar/org/jline/builtins/NfaMatcher.java
* /jline-3-26-1-sources-jar/org/jline/builtins/InputRC.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/DumbTerminal.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/FileNameCompleter.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/PosixSysTerminal.java
* /jline-3-26-1-sources-jar/org/jline/utils/Colors.java
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 /jline-3-26-1-sources-jar/org/jline/utils/Timeout.java
* /jline-3-26-1-sources-jar/org/jline/reader/ParsedLine.java
* /jline-3-26-1-sources-jar/org/jline/reader/CompletingParsedLine.java
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* /jline-3-26-1-sources-jar/org/jline/utils/NonBlocking.java
* /jline-3-26-1-sources-jar/org/jline/keymap/BindingReader.java
* /jline-3-26-1-sources-jar/org/jline/terminal/Size.java

* /jline-3-26-1-sources-jar/org/jline/utils/AttributedStringBuilder.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/KillRing.java
* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingInputStream.java
* /jline-3-26-1-sources-jar/org/jline/reader/MaskingCallback.java
* /jline-3-26-1-sources-jar/org/jline/utils/Curses.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
* /jline-3-26-1-sources-jar/org/jline/reader/History.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/Kernel32.java
*
/jline-3-26-1-sources-jar/org/jline/reader/Completer.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleExpression.java
* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingReader.java
* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingReaderImpl.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleSource.java
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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractPty.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/StringsCompleter.java
* /jline-3-26-1-sources-jar/org/jline/builtins/Tmux.java
* /jline-3-26-1-sources-jar/org/jline/builtins/ConfigurationPath.java
* /jline-3-26-1-sources-jar/org/jline/reader/Candidate.java
* /jline-3-26-1-sources-jar/org/jline/utils/Status.java
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* /jline-3-26-1-sources-jar/org/jline/builtins/Commands.java
* /jline-3-26-1-sources-jar/org/jline/widget/TailTipWidgets.java
* /jline-3-26-1-sources-jar/org/jline/widget/Widgets.java
* /jline-3-26-1-sources-jar/org/jline/console/ConsoleEngine.java
* /jline-3-26-1-sources-jar/org/jline/reader/LineReader.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/LineReaderImpl.java
* /jline-3-26-1-sources-jar/org/jline/builtins/Less.java
* /jline-3-26-1-sources-jar/org/jline/console/impl/SystemRegistryImpl.java
*
 /jline-3-26-1-sources-jar/org/jline/builtins/SyntaxHighlighter.java
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```
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#
class = org.jline.terminal.impl.exec.ExecTerminalProvider
```

Found in path(s):
* /jline-3-26-1-sources-jar/META-INF/services/org/jline/terminal/provider/exec
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```

Found in path(s):
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-native/pom.xml
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* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/ConnectionData.java
*
 /jline-3-26-1-sources-jar/org/jline/builtins/telnet/TelnetIO.java
* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/ConnectionEvent.java
* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/ConnectionManager.java
* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/Connection.java
* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/PortListener.java
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* /jline-3-26-1-sources-jar/org/jline/builtins/ScreenTerminal.java
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Found in path(s):
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiMode.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiColors.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiRenderer.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiType.java
* /jline-3-26-1-sources-jar/org/jline/jansi/io/WindowsAnsiProcessor.java
* /jline-3-26-1-sources-jar/org/jline/nativ/Kernel32.java
* /jline-3-26-1-sources-jar/org/jline/jansi/io/ColorsAnsiProcessor.java
* /jline-3-26-1-sources-jar/org/jline/jansi/io/FastBufferedOutputStream.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiPrintStream.java
* /jline-3-26-1-sources-jar/org/jline/jansi/Ansi.java
* /jline-3-26-1-sources-jar/org/jline/nativ/CLibrary.java
*
 /jline-3-26-1-sources-jar/org/jline/utils/FastBufferedOutputStream.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiMain.java
* /jline-3-26-1-sources-jar/org/jline/jansi/io/AnsiProcessor.java
* /jline-3-26-1-sources-jar/org/jline/jansi/WindowsSupport.java
* /jline-3-26-1-sources-jar/org/jline/jansi/io/Colors.java

* /jline-3-26-1-sources-jar/org/jline/jansi/io/AnsiOutputStream.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/Kernel32.java
* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiConsole.java
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* /jline-3-26-1-sources-jar/org/jline/reader/impl/history/DefaultHistory.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/CompletionMatcherImpl.java
* /jline-3-26-1-sources-jar/org/jline/builtins/Completers.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/DefaultHighlighter.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractTerminal.java
* /jline-3-26-1-sources-jar/org/jline/reader/Parser.java
* /jline-3-26-1-sources-jar/org/jline/terminal/TerminalBuilder.java
* /jline-3-26-1-sources-jar/org/jline/builtins/Nano.java
* /jline-3-26-1-sources-jar/org/jline/utils/AttributedCharSequence.java
* /jline-3-26-1-sources-jar/org/jline/reader/Highlighter.java
*
 /jline-3-26-1-sources-jar/org/jline/builtins/Styles.java
* /jline-3-26-1-sources-jar/org/jline/builtins/ConsoleOptionGetter.java
* /jline-3-26-1-sources-jar/org/jline/builtins/TTop.java
* /jline-3-26-1-sources-jar/org/jline/console/impl/ConsoleEngineImpl.java
* /jline-3-26-1-sources-jar/org/jline/reader/PrintAboveWriter.java
* /jline-3-26-1-sources-jar/org/jline/console/ArgDesc.java
* /jline-3-26-1-sources-jar/org/jline/console/SystemRegistry.java
* /jline-3-26-1-sources-jar/org/jline/utils/AttributedStyle.java
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* /jline-3-26-1-sources-jar/org/jline/reader/Buffer.java
* /jline-3-26-1-sources-jar/org/jline/style/NopStyleSource.java
* /jline-3-26-1-sources-jar/org/jline/builtins/ssh/ShellFactoryImpl.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleColor.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/win/JansiWinConsoleWriter.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleResolver.java
* /jline-3-26-1-sources-jar/org/jline/builtins/ssh/ShellCommand.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/freebsd/FreeBsdNativePty.java
* /jline-3-26-1-sources-jar/org/jline/utils/WriterOutputStream.java
* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/Telnet.java
*
 /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/osx/OsXNativePty.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/JnaWinConsoleWriter.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleBundleInvocationHandler.java
* /jline-3-26-1-sources-jar/org/jline/style/MemoryStyleSource.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/linux/LinuxNativePty.java
* /jline-3-26-1-sources-jar/org/jline/builtins/ssh/Ssh.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/solaris/SolarisNativePty.java
* /jline-3-26-1-sources-jar/org/jline/style/StyleBundle.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/linux/LinuxNativePty.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/SimpleMaskingCallback.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/solaris/SolarisNativePty.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/BufferImpl.java
* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingPumpReader.java
*
 /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingPumpInputStream.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/freebsd/FreeBsdNativePty.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
* /jline-3-26-1-sources-jar/org/jline/style/StyledWriter.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/win/NativeWinConsoleWriter.java
* /jline-3-26-1-sources-jar/org/jline/style/InterpolationHelper.java
* /jline-3-26-1-sources-jar/org/jline/utils/PumpReader.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/osx/OsXNativePty.java
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* /jline-3-26-1-sources-jar/org/jline/console/impl/Builtins.java
* /jline-3-26-1-sources-jar/org/jline/console/Printer.java
* /jline-3-26-1-sources-jar/org/jline/console/impl/SystemHighlighter.java
* /jline-3-26-1-sources-jar/org/jline/builtins/Source.java
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auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms

needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc,
NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, Nl
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
bit_image_entwining, bitwin, Yo
bit_image_type, bitype, Yp
buffer_capacity, bufsz, Ya
buttons, btns, BT
dot_horz_spacing, spinh, Yc
dot_vert_spacing, spinv, Yb
max_micro_address, maddr, Yd
max_micro_jump, mjump, Ye
micro_col_size, mcs, Yf
micro_line_size, mls, Yg
number_of_pins, npins, Yh
output_res_char, orc, Yi
output_res_horz_inch, orhi, Yk
output_res_line, orl, Yj
output_res_vert_inch,
orvi, Yl
print_rate, cps, Ym
wide_char_size, widcs, Yn

acs_chars, acsc, ac
back_tab, cbt, bt
bell, bel, bl
carriage_return, cr, cr
change_char_pitch, cpi, ZA
change_line_pitch, lpi, ZB
change_res_horz, chr, ZC
change_res_vert, cvr, ZD
change_scroll_region, csr, cs
char_padding, rmp, rP
clear_all_tabs, tbc, ct
clear_margins, mgc, MC
clear_screen, clear, cl
clr_bol, el1, cb
clr_eol, el, ce
clr_eos, ed, cd
column_address, hpa, ch
command_character, cmdch, CC
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
cursor_invisible, civis, vi
cursor_left, cub1, le
cursor_mem_address, mrcup, CM
cursor_normal, cnorm, ve
cursor_right, cuf1, nd
cursor_to_ll, ll, ll
cursor_up, cuu1, up
cursor_visible, cvvis, vs
define_char, defc, ZE
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
ena_acs, enacs, eA
enter_alt_charset_mode, smacs, as
enter_am_mode, smam,
SA
enter_blink_mode, blink, mb
enter_bold_mode, bold, md
enter_ca_mode, smcup, ti
enter_delete_mode, smdc, dm
enter_dim_mode, dim, mh
enter_doublewide_mode, swidm, ZF
enter_draft_quality, sdrfq, ZG

enter_insert_mode, smir, im
enter_italics_mode, sitm, ZH
enter_leftward_mode, slm, ZI
enter_micro_mode, smicm, ZJ
enter_near_letter_quality, snlq, ZK
enter_normal_quality, snrmq, ZL
enter_protected_mode, prot, mp
enter_reverse_mode, rev, mr
enter_secure_mode, invis, mk
enter_shadow_mode, sshm, ZM
enter_standout_mode, smso, so
enter_subscript_mode, ssubm, ZN
enter_superscript_mode, ssupm, ZO
enter_underline_mode, smul, us
enter_upward_mode, sum, ZP
enter_xon_mode, smxon, SX
erase_chars, ech, ec
exit_alt_charset_mode, rmacs, ae
exit_am_mode, rmam, RA
exit_attribute_mode, sgr0, me
exit_ca_mode, rmcup, te
exit_delete_mode, rmdc, ed
exit_doublewide_mode, rwidm, ZQ
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm,
ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
form_feed, ff, ff
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is
init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic

initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
key_create, kcrt, @6
key_ctab, kctab, kt
key_dc, kdch1, kD
key_dl, kdl1, kL
key_down, kcud1, kd
key_eic, krmir, kM
key_end, kend, @7
key_enter, kent, @8
key_eol, kel, kE
key_eos,
ked, kS
key_exit, kext, @9
key_f0, kf0, k0
key_f1, kf1, k1
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key_f11, kf11, F1
key_f12, kf12, F2
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key_f14, kf14, F4
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key_f28, kf28, FI
key_f29, kf29, FJ
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key_f35, kf35, FP
key_f36, kf36, FQ
key_f37, kf37, FR
key_f38, kf38, FS
key_f39, kf39, FT
key_f4, kf4, k4
key_f40, kf40, FU
key_f41, kf41, FV
key_f42, kf42, FW
key_f43, kf43, FX
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key_f45, kf45, FZ
key_f46, kf46, Fa
key_f47, kf47, Fb
key_f48, kf48, Fc
key_f49, kf49, Fd
key_f5, kf5, k5
key_f50, kf50, Fe
key_f51, kf51, Ff
key_f52, kf52, Fg
key_f53, kf53, Fh
key_f54, kf54, Fi
key_f55, kf55, Fj
key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58,
Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr
key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0

key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kil1, kA
key_left, kcub1, kl
key_ll, kll, kH
key_mark, kmrk, %2
key_message, kmsg, %3
key_move, kmov, %4
key_next, knxt, %5
key_npage, knp, kN
key_open, kopn, %6
key_options, kopt, %7
key_ppage, kpp, kP
key_previous, kprv, %8
key_print, kprt, %9
key_redo, krdo, %0
key_reference, kref, &1
key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
key_right, kcuf1, kr
key_save, ksav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sdc, kDC, *4
key_sdl, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smessage,
kMSG, %a
key_smove, kMOV, %b
key_snext, kNXT, %c
key_soptions, kOPT, %d
key_sprevious, kPRV, %e
key_sprint, kPRT, %f

key_sr, kri, kR
key_sredo, kRDO, %g
key_sreplace, kRPL, %h
key_sright, kRIT, %i
key_srsume, kRES, %j
key_ssave, kSAV, !1
key_ssuspend, kSPD, !2
key_stab, khts, kT
key_sundo, kUND, !3
key_suspend, kspd, &7
key_undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, l0
lab_f1, lf1, l1
lab_f10, lf10, la
lab_f2, lf2, l2
lab_f3, lf3, l3
lab_f4, lf4, l4
lab_f5, lf5, l5
lab_f6, lf6, l6
lab_f7, lf7, l7
lab_f8, lf8, l8
lab_f9, lf9, l9
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmm, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcud1, ZZ
micro_left, mcub1, Za
micro_right, mcuf1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
newline, nel, nw
order_of_pins, porder, Ze
orig_colors, oc, oc
orig_pair, op, op
pad_char, pad, pc
parm_dch, dch, DC
parm_delete_line, dl, DL
parm_down_cursor, cud, DO
parm_down_micro,
mcud, Zf
parm_ich, ich, IC
parm_index, indn, SF

parm_insert_line, il, AL
parm_left_cursor, cub, LE
parm_left_micro, mcub, Zg
parm_right_cursor, cuf, RI
parm_right_micro, mcuf, Zh
parm_rindex, rin, SR
parm_up_cursor, cuu, UP
parm_up_micro, mcuu, Zi
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pkey_local, pfloc, pl
pkey_xmit, pfx, px
plab_norm, pln, pn
print_screen, mc0, ps
prtr_non, mc5p, pO
prtr_off, mc4, pf
prtr_on, mc5, po
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quick_dial, qdial, QD
remove_clock, rmclk, RC
repeat_char, rep, rp
req_for_input, rfi, RF
reset_1string, rs1, r1
reset_2string, rs2, r2
reset_3string, rs3, r3
reset_file, rf, rf
restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
scroll_forward, ind, sf
scroll_reverse, ri, sr
select_char_set, scs, Zj
set_attributes, sgr, sa
set_background, setb, Sb
set_bottom_margin, smgb, Zk
set_bottom_margin_parm, smgbp, Zl
set_clock, sclk, SC
set_color_pair, scp, sp
set_foreground, setf, Sf
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set_left_margin_parm, smglp, Zm
set_right_margin,
smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st
set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq

start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
these_cause_cr, docr, Zw
to_status_line, tsl, ts
tone, tone, TO
underline_char, uc, uc
up_half_line, hu, hu
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user1, u1, u1
user2, u2, u2
user3, u3, u3
user4, u4, u4
user5, u5, u5
user6, u6, u6
user7, u7, u7
user8, u8, u8
user9, u9, u9
wait_tone, wait, WA
xoff_character, xoffc, XF
xon_character, xonc, XN
zero_motion, zerom, Zx
alt_scancode_esc, scesa, S8
bit_image_carriage_return, bicr, Yv
bit_image_newline, binel, Zz
bit_image_repeat, birep, Xy
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
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device_type, devt, dv
display_pc_char, dispc, S1
end_bit_image_region, endbi, Yy
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smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsc, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pfxl, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7

set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, elhlm, Xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, sL

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* /jline-3-26-1-sources-jar/org/jline/utils/package-info.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/history/package-info.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/package-info.java
* /jline-3-26-1-sources-jar/org/jline/reader/package-info.java
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* /jline-3-26-1-sources-jar/org/jline/nativ/OSInfo.java
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black
maroon
green
olive
navy
purple
teal
silver
grey
red
lime
yellow
blue
fuchsia

aqua
white
grey0
navyblue
darkblue
blue3
blue3a
blue1
darkgreen
deepskyblue4
deepskyblue4a
deepskyblue4b
dodgerblue3
dodgerblue2
green4
springgreen4
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deepskyblue3
deepskyblue3a
dodgerblue1
green3
springgreen3
darkcyan
lightseagreen
deepskyblue2
deepskyblue1
green3a
springgreen3a
springgreen2
cyan3
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turquoise2
green1
springgreen2a
springgreen1
mediumspringgreen
cyan2
cyan1
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purple4a
purple3
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orange4
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paleturquoise4
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palegreen3
seagreen3
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seagreen1
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aquamarine1
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darkmagentaa
darkviolet
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purpleb
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magenta3b
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pink3
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violet
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mistyrose3
thistle3
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palevioletred1
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mistyrose1
thistle1
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wheat1
cornsilk1
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grey89
grey93

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* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-remote-ssh/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jni/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-reader/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-ffm/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jna/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-builtins/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jansi/pom.xml
* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-remote-telnet/pom.xml
*
/jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-style/pom.xml
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#

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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/Diag.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/exec/ExecTerminalProvider.java
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1.379 mime-pull 1.6

1.380 asm 5.0.4

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-resize.properties
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-signatures.properties
*
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*/
/**
   * Creates a new JSRInliner. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
   *          the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *          the internal names of the method's exception classes (see
   *          {@link Type#getInternalName() getInternalName}). May be
   *          <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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* THE POSSIBILITY OF SUCH DAMAGE.
*/
/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *


   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

Found in path(s):
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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*/
/**
   * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

Found in path(s):
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ClassNode.java
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```
/***
```

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*/
/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *            the
 method visitor to which this adapter delegates calls.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
   * @param name
   *            the method's name.
   * @param desc
   *            the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
   */
```

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/GeneratorAdapter.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/package.html
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/Processor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/TypePath.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/TypeReference.java
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*/
/**
   * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AnalyzerAdapter.java
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/**
   * Constructs a new {@link Textifier}. Subclasses must not use this
   * constructor. Instead, they must use the {@link #Textifier(int)}
   * version.
   *
   * @throws IllegalStateException
   *   If a subclass calls this constructor.
    */

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Textifier.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationWriter.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/NameMapping.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Printer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Shrinker.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Method.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Attribute.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceValue.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Remapper.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ByteVector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnNode.java
*

/asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/JarOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handle.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/ASMifier.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceClassVisitor.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeInsnNode.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Frame.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Context.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handler.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnList.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Item.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Edge.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Opcodes.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureVisitor.java

1.381 swagger-models-jakarta 2.2.21

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1.382 springfox-core 3.0.0

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* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/SecurityScheme.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Parameter.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/OAuth.java
*
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* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/AlternateTypePropertyBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/AlternateTypeBuilder.java
*

/springfox-core-3-0-0-sources-jar/springfox/documentation/service/Server.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/DocumentationReference.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ServerVariable.java
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* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/ClassSupport.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Documentation.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ResourceGroup.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/Enums.java
*
/springfox-core-3-0-0-sources-jar/springfox/documentation/service/SecurityReference.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/OperationBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Tag.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ResourceListingBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiListing.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/WildcardType.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ObjectVendorExtension.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Operation.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ApiListingBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ResolvedMethodParameter.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ModelPropertyBuilder.java
*
/springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiDescription.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/BuilderDefaults.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ApiDescriptionBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ModelBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/RequestParameterMerger.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/DocumentationBuilder.java

* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Tags.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/ModelProperty.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ApiInfoBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/MediaTypes.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/ModelRef.java
*
/springfox-core-3-0-0-sources-jar/springfox/documentation/builders/ParameterBuilder.java
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* /springfox-core-3-0-0-sources-jar/springfox/documentation/common/ClassPresentInClassPathCondition.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ListVendorExtension.java
*
 /springfox-core-3-0-0-sources-jar/springfox/documentation/common/SpringVersionCapability.java
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* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/ModelReference.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/LoginEndpoint.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/LoginEndpointBuilder.java
*
 /springfox-core-3-0-0-sources-jar/springfox/documentation/service/Contact.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/StringVendorExtension.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/Cacheable.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/AuthorizationCodeGrantBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiInfo.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/OperationNameGenerator.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiListingReference.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/AllowableValues.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/ApiIgnore.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/AuthorizationScopeBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/AlternateTypeRule.java
*
 /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/TokenRequestEndpointBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ImplicitGrant.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/OAuthBuilder.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/PathSelectors.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/Xml.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/VendorExtension.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ClientCredentialsGrant.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/spring/wrapper/NameValueExpression.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/GrantType.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/Incubating.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/AlternateTypeRules.java
*
 /springfox-core-3-0-0-sources-jar/springfox/documentation/service/TokenEndpoint.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/AuthorizationCodeGrant.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/PathProvider.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/AuthorizationScope.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/spring/wrapper/RequestMappingInfo.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ResourceListing.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/CredentialsGrant.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/AllowableRangeValues.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/builders/TokenEndpointBuilder.java
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*
 /springfox-core-3-0-0-sources-jar/springfox/documentation/service/ResourceOwnerPasswordCredentialsGrant.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/schema/Entry.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/service/TokenRequestEndpoint.java
* /springfox-core-3-0-0-sources-jar/springfox/documentation/spring/wrapper/PatternsRequestCondition.java

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1.383 python-pip 25.1.1

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==========

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				

2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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2.1.2 2.1.1 2002 PSF yes
2.1.3 2.1.2 2002 PSF yes
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1.387 easymock 3.1

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1.388 easymock 5.2.0

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1.389 gson 2.10.1

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Manifest-Version: 1.0
Created-By: 11.0.16.1 (Azul Systems, Inc.)
Build-Jdk-Spec: 11
Bnd-LastModified: 1673019830620
Bundle-ContactAddress: https://github.com/google/gson

Bundle-Description: Gson JSON library
Bundle-Developers: google;organization=Google;organizationUrl="https://w
ww.google.com"
Bundle-DocURL: https://github.com/google/gson/gson
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN
SE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g
it:https://github.com/google/gson.git/gson",developer-connection="scm:g
it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"
Bundle-SymbolicName: com.google.gson
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Bundle-Version: 2.10.1
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.
10.1",com.google.gson.reflect;version="2.10.1",com.google.gson.stream;v
ersion="2.10.1"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.4.0.202211291949
Multi-Release: true

Found in path(s):
* /gson-2-10-1-jar/META-INF/MANIFEST.MF

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1.391 activation-api 2.0.0

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1.392 netty-codec-http 4.1.125.Final

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1.393 spring-js 2.4.6.RELEASE

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* /spring-js-2-4-6-release-sources-2-jar/org/springframework/js/ajax/package-info.java
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1.394 person-directory-api 1.5.0-RC6

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1.400 plexus-utils 3.0.24

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1.401 javax-activation 2.1.2

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1.402 jackson-jakarta-rs-base 2.19.2

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JUnit test library (junit-4.*.jar) & JaCoCo (*jacoco*)

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1.404 log4j-api 2.20.0

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1.405 jackson-dataformat-xml 2.19.2

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1.406 python-certifi 2025.01.31

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(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt
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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.407 pgservicefile 0.0.0-20240606120523-5a60cdf6a761

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1.408 commons-codec 1.16.1

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* /spring-test-3-0-5-release-sources-1-jar/org/springframework/mock/web/portlet/MockEventResponse.java
* /spring-test-3-0-5-release-sources-1-
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* /spring-test-3-0-5-release-sources-1-jar/org/springframework/mock/jndi/ExpectedLookupTemplate.java
* /spring-test-3-0-5-release-sources-1-jar/org/springframework/test/context/TestExecutionListener.java
* /spring-test-3-0-5-release-sources-1-jar/org/springframework/test/util/ReflectionTestUtils.java
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/spring-test-3-0-5-release-sources-1-
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* /spring-test-3-0-5-release-sources-1-jar/org/springframework/mock/web/portlet/MockPortletRequest.java
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* /spring-test-3-0-5-release-sources-1-jar/org/springframework/mock/web/MockRequestDispatcher.java
* /spring-test-3-0-5-release-sources-1-jar/org/springframework/mock/web/MockHttpSession.java
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/spring-test-3-0-5-release-sources-1-jar/org/springframework/test/annotation/DirtiesContext.java
* /spring-test-3-0-5-release-sources-1-
jar/org/springframework/test/context/transaction/TransactionConfiguration.java
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```
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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">

<head>
<meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1" />
<title>Eclipse Public License - Version 1.0</title>
<style type="text/css">
 body {
   size: 8.5in 11.0in;
   margin: 0.25in 0.5in 0.25in 0.5in;
   tab-interval: 0.5in;
   }
 p {
```

```
  margin-left: auto;
  margin-top:  0.5em;
  margin-bottom: 0.5em;
  }
 p.list {
  margin-left: 0.5in;
  margin-top:  0.05em;
  margin-bottom: 0.05em;
  }
 </style>

</head>

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*/

package org.apache.cxf.io;

import java.io.IOException;
import java.io.InputStream;

/**
* Marker interface for OutputStreams that can directly support

```
* copying from an input stream.  OutputStreams
 that maintain their
* own byte buffer or similar may be able to optimize the copy
* instead of using the read/write into a temporary buffer that
* the normal IOUtils.copy method requires.
*/
public interface CopyingOutputStream {

   int copyFrom(InputStream in) throws IOException;

}
```

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*/
package org.apache.cxf.rs.security.oauth.data;

/**
* Base permission description which is visible to
* authorization handlers
* @see OAuthAuthorizationData
*/
public class Permission {
   private
 String permission;
   private String description;
   private boolean isDefault;

   public Permission() {
```

```
  }

  public Permission(String permission, String description) {
     this.description = description;
     this.permission = permission;
  }

  public String getDescription() {
     return description;
  }

  public void setDescription(String description) {
     this.description = description;
  }

  public String getPermission() {
     return permission;
  }

  public void setPermission(String permission) {
     this.permission = permission;
  }

  /**
   * Indicates that this permission has been allocated by default.
   * Authorization View handlers may use this property in order to restrict
   * the list of scopes which may be refused to non-default scopes only
   * @param isDefault
   */
  public void setDefault(boolean value) {
     this.isDefault = value;
  }

  public boolean isDefault()
 {
     return isDefault;
  }
}
/*
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<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta name="generator" content="HTML Tidy, see www.w3.org" />
<meta http-equiv="Content-Type"
content="text/html; charset=iso-8859-1" />
<link rel="stylesheet" type="text/css"
href="/StyleSheets/base.css" />
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*/
package org.apache.cxf.rs.security.oauth2.common;

import java.io.Serializable;

/**
* Base permission description
* @see OAuthAuthorizationData
*/
public class Permission implements Serializable
 {
  private static final long serialVersionUID = 8988574955042726083L;
  private String permission;
  private String description;
  private boolean isDefault;

  public Permission() {

  }

  public Permission(String permission, String description) {
     this.description = description;
     this.permission = permission;
  }

  /**
   * Gets the permission description
   * @return the description
   */
  public String getDescription() {
     return description;
  }

  /**
```

```
   * Sets the permission description
   * @param description
   */
  public void setDescription(String description) {
     this.description = description;
  }

  /**
   * Get the permission value such as "read_calendar"
   * @return the value
   */
  public String getPermission() {
     return permission;
  }

  /**
   * Sets the permission value such as "read_calendar"
   * @param permission the permission value
   */
  public
 void setPermission(String permission) {
     this.permission = permission;
  }

  /**
   * Indicates if this permission has been allocated by default or not.
   * Authorization View handlers may use this property in order to restrict
   * the list of scopes which may be refused to non-default scopes only.
   * For example, the read-only check-box controls can be used to represent
   * the default scopes
   * @param isDefault true if the permission has been allocated by default
   */
  public void setDefault(boolean value) {
     this.isDefault = value;
  }

  public boolean isDefault() {
     return isDefault;
  }
}
```

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```
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Math.uuid.js (v1.4)
http://www.broofa.com
mailto:robert@broofa.com
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*/

1.412 cxf-rt-transports-http 3.4.3

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1.415 doxia-core 1.1.2

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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/NoTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/TypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/SecurityMapper.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/AnyTypePermission.java
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Found in path(s):
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ExplicitTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/RegExpTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/NoPermission.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDomReader.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/ShortConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/FloatConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/CharConverter.java
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* com.thoughtworks.xstream.converters.reflection.
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriterHelper.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/PeriodConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/MonthDayConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/DurationConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/KXml2Driver.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Xpp3Driver.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/NativePropertySorter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/PropertySorter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/ComparingPropertySorter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshaller.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/CGLIBProxyTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ProxyTypePermission.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XppReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDriver.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/copy/HierarchicalStreamCopier.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/AbstractChronoLocalDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ThaiBuddhistDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/MinguoDateConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/XStreamException.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferencingMarshallingContext.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DocumentReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DomWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/SystemAttributeAliasingMapper.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/AbstractAttributeAliasingMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/XppDom.java
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c.t.x.converters.reflection.SerializationMemberInvoker.
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/SerializationMembers.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XStream11XmlFriendlyReplacer.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XStream11NameCoder.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/NoNameCoder.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/StaticNameCoder.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/NameCoderWrapper.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/IntConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BooleanConverter.java
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* Created on 13. April 2006 by Joerg Schaible
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/ReflectionProviderWrapper.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/AbstractReflectionConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicLongConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicIntegerConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamContainedType.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/Annotations.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/MXParserDomDriver.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/PrioritizedList.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/AbstractSingleValueConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/SingleValueConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamConverter.java
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*
* Created on 10. April 2007 by Guilherme Silveira
*/

Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/SortableFieldKeySorter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/ColorConverter.java
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* Created on 07. March 2004 by Joe Walnes
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DomReader.java
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* Created on 26. September 2007 by Joerg Schaible
*/
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReader.java
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*
* Created on 14. August 2004 by Joe Walnes
*/
/**
* A SAX {@link org.xml.sax.XMLReader parser} that acts as an XStream
* {@link com.thoughtworks.xstream.io.HierarchicalStreamWriter} to enable direct generation of a
* SAX event flow from the XStream serialization of a list of list of Java objects.
* <p>
* As a
* custom SAX parser, this class ignores the arguments of the two standard parse methods ({@link
#parse(java.lang.String)}
* and {@link #parse(org.xml.sax.InputSource)}) but relies on a proprietary SAX property
* {@link #SOURCE_OBJECT_LIST_PROPERTY} to define the list of objects to serialize.
 * </p>
* <p>
* Configuration of this SAX parser is achieved through the standard
* {@link #setProperty SAX property mechanism}. While specific setter methods require direct
* access to the parser instance, SAX properties support configuration settings to be propagated
* through a chain of {@link org.xml.sax.XMLFilter filters} down to the underlying parser
```

```
* object.
* </p>
* <p>
* This mechanism shall be used to configure the
* {@link #SOURCE_OBJECT_LIST_PROPERTY objects to be serialized} as well as the
* {@link #CONFIGURED_XSTREAM_PROPERTY XStream facade}.
* </p>
*
* @author Laurent Bihanic
*/
/**
   * Sets the value of a property.
   * <p>
   * The property name is any fully-qualified URI.  It is
   * possible for an XMLReader to recognize a property name but
   * to be unable to set its value.</p>
   * <p>
   * XMLReaders are not required to recognize setting any
   * specific property names, though a core set is provided with
   * SAX2.</p>

  * <p>
   * Some property values may be immutable or mutable only
   * in specific contexts, such as before, during, or after
   * a parse.</p>
   * <p>
   * This method is also the standard mechanism for setting
   * extended handlers.</p>
   * <p>
   * <strong>Note</strong>: This implementation only supports two
   * (proprietary) properties: {@link #CONFIGURED_XSTREAM_PROPERTY}
   * and {@link #SOURCE_OBJECT_LIST_PROPERTY}.</p>
   *
   * @param name  the property name, which is a fully-qualified URI.
   * @param value the requested value for the property.
   * @throws SAXNotRecognizedException when the XMLReader does not
   *                                   recognize the property name.
   * @throws SAXNotSupportedException  when the XMLReader recognizes
   *                                   the property name but cannot set
   *                                   the requested value.
   * @see #getProperty
   */
/**
   * Parses an XML document
 from a system identifier (URI).
   * <p>
   * This method is a shortcut for the common case of reading a
   * document from a system identifier.  It is the exact
```

```
   * equivalent of the following:</p>
   * <blockquote>
   * <pre>
   *    parse(new InputSource(systemId));
   *  </pre>
   * </blockquote>
   * <p>
   * If the system identifier is a URL, it must be fully resolved
   * by the application before it is passed to the parser.</p>
   * <p>
   * <strong>Note</strong>: As a custom SAX parser, this class
   * ignores the <code>systemId</code> argument of this method
   * and relies on the proprietary SAX property
   * {@link #SOURCE_OBJECT_LIST_PROPERTY}) to define the list of
   * objects to serialize.</p>
   *
   * @param systemId the system identifier (URI).
   * @throws SAXException Any SAX exception, possibly wrapping
   *                      another exception.
   * @see #parse(org.xml.sax.InputSource)
   */
```

Found in path(s):
*
/xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/SaxWriter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/HierarchicalStreamDriver.java
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* Created on 03. December 2013 by Joerg Schaible
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
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* Created on 29. April 2009 by Joerg Schaible
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/WstxDriver.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/XppDomComparator.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/StaxDriver.java
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* Created on 24. February 2016 by Joerg Schaible, factored out of ConversionException.
*/

Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ErrorWritingException.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamImplicit.java
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* Created on 30. July 2011 by Joerg Schaible
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/ToAttributedValueConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamInclude.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/NativeFieldKeySorter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXmlReader.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ForbiddenClassException.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/UnmarshallingContext.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Types.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/MarshallingStrategy.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/CompactWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/JettisonStaxWriter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/HierarchicalStreams.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ConverterMatcher.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDomDriver.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Xpp3DomDriver.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/KXml2DomDriver.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Base64JAXBCodec.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Base64JavaUtilCodec.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/StringCodec.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/FileConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/JavaMethodConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/WeakHashMapConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReplacer.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/DefaultMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/HijrahDateConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/TraxSource.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ConverterRegistry.java
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Manifest-Version: 1.0
Archiver-Version: Plexus Archiver
Created-By: Apache Maven
Built-By: joehni
Build-Jdk: 1.8.0_432
Specification-Title: XStream Core
Specification-Vendor: XStream
Implementation-Title: XStream Core
Implementation-Version: 1.4.21
Implementation-Vendor-Id: com.thoughtworks.xstream
Implementation-Vendor: XStream
Bundle-License: BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: XStream Core Sources

Bundle-SymbolicName: xstream.sources
Bundle-Vendor: XStream Sources
Bundle-Version: 1.4.21
Eclipse-SourceBundle: xstream;version=1.4.21
Specification-Version: 1.4
X-Build-Os: Linux
X-Build-Time: 2024-11-07T19:13:18Z
X-Builder: Maven 3.9.9
X-Compile-Source: 1.4
X-Compile-Target: 1.4

Found in path(s):
* /xstream-1-4-21-sources-jar/META-INF/MANIFEST.MF
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* Created on 13. June 2006 by Guilherme Silveira
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/FileStreamStrategy.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/StreamStrategy.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/XStreamer.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamOmitField.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/EncodedByteArrayConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Writer.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Reader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ZonedDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/OffsetDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalTimeConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/AbstractJsonWriter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/NamedMapConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/CollectionConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/YearMonthConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/OffsetTimeConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/Converter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3DomBuilder.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JWriter.java

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Found in path(s):
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* Created on 08. January 2016 by Joerg Schaible, factored out from FieldAliasingMapper.
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/ElementIgnoringMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BigIntegerConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BigDecimalConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/URIConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/AnnotationReflectionConverter.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalIntConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalLongConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil14.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil15.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/SqlDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/SqlTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/CurrencyConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/path/PathTracker.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/TreeMarshallingStrategy.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshallingStrategy.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/InputManipulationException.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/AbstractSecurityException.java
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1.417 spring-orm 5.3.27

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1.420 activation-api 1.2.2

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1.422 netty-transport-native-unix-common 4.1.125.Final

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1.423 grpc-go 1.73.0

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* /grpc-core-1-70-0-sources-jar/io/grpc/internal/TransportProvider.java
* /grpc-core-1-70-0-sources-jar/io/grpc/internal/ApplicationThreadDeframerListener.java
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* /grpc-core-1-70-0-sources-jar/io/grpc/internal/MetadataApplierImpl.java
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 /grpc-core-1-70-0-sources-jar/io/grpc/internal/AbstractSubchannel.java
* /grpc-core-1-70-0-sources-jar/io/grpc/internal/PickSubchannelArgsImpl.java
* /grpc-core-1-70-0-sources-jar/io/grpc/internal/InUseStateAggregator.java
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* /grpc-core-1-70-0-sources-jar/io/grpc/internal/SubchannelChannel.java
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* /grpc-core-1-70-0-sources-jar/io/grpc/internal/AtomicLongCounter.java
* /grpc-core-1-70-0-sources-jar/io/grpc/internal/LongCounterFactory.java
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1.427 platformdirs 4.2.2

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1.428 netty-codec-stomp 4.1.125.Final

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1.429 netty-transport 4.2.5.Final

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```
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```

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* /netty-transport-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport/pom.xml

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/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/bootstrap/AbstractBootstrap.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java/*
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/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioDomainSocketChannel.java/*

/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioDomainSocketUtil.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioServerDomainSocketChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/nio/NioServerSocketChannel.java/*
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/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java/*
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/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/oio/package-info.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/io/netty/channel/socket/package-info.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/module-info.yml#

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1.430 bcutil-jdk18on 1.78.1

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1.431 odlext-parser-support 7.0.7

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* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/ContextReferenceStatementSupport.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/InstanceTargetStatementSupport.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RpcContextReferenceStatementImpl.java
*
/odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/MountStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefContextReferenceStatement.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/ContextInstanceEffectiveStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefRpcContextReferenceStatement.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/AugmentIdentifierEffectiveStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefAugmentIdentifierStatement.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RpcContextReferenceEffectiveStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/AugmentIdentifierStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefContextInstanceStatement.java
*
/odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/AugmentIdentifierStatementSupport.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefInstanceTargetStatement.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/ContextInstanceStatementSupport.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/InstanceTargetStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/ContextInstanceStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/MountEffectiveStatementImpl.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RpcContextReferenceStatementSupport.java

* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/ContextReferenceEffectiveStatementImpl.java
*
/odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/AbstractIdentityAwareStatementSupport.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/RefMountStatement.java
* /odlext-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/parser/MountStatementSupport.java

1.432 zstd-jni 1.5.6-4

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Manifest-Version: 1.0
Specification-Title: zstd-jni
Specification-Version: 1.5.6-4
Specification-Vendor: com.github.luben
Implementation-Title: zstd-jni
Implementation-Version: 1.5.6-4
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1721499007163
Bundle-Name: zstd-jni
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Description: JNI bindings for Zstd native library that provides f
ast and high compression lossless algorithm for Java and all JVM langua
ges.
Bundle-Vendor: com.github.luben
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;description
=BSD 2-Clause License
Bundle-Version: 1.5.6.4
Bundle-ManifestVersion: 2
Bundle-NativeCode: darwin/x86_64/libzstd-jni-1.5.6-4.dylib;osname=MacOS;
osname=MacOSX;processor=x86_64,darwin/aarch64/libzstd-jni-1.5.6-4.dylib
;osname=MacOS;osname=MacOSX;processor=aarch64,freebsd/amd64/libzstd-jni
-1.5.6-4.so;osname=FreeBSD;processor=amd64,freebsd/i386/libzstd-jni-1.5
.6-4.so;osname=FreeBSD;processor=i386,linux/aarch64/libzstd-jni-1.5.6-4
.so;osname=Linux;processor=aarch64,linux/amd64/libzstd-jni-1.5.6-4.so;o
sname=Linux;processor=amd64,linux/arm/libzstd-jni-1.5.6-4.so;osname=Lin
ux;processor=arm,linux/i386/libzstd-jni-1.5.6-4.so;osname=Linux;process

or=i386,linux/mips64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=mips
64,linux/loongarch64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=loon
garch64,linux/ppc64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=ppc64
,linux/ppc64le/libzstd-jni-1.5.6-4.so;osname=Linux;processor=ppc64le,li
nux/riscv64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=riscv64,linux
/s390x/libzstd-jni-1.5.6-4.so;osname=Linux;processor=s390x,win/amd64/li
bzstd-jni-1.5.6-4.dll;osname=Win32;processor=amd64,win/aarch64/libzstd-
jni-1.5.6-4.dll;osname=Win32;processor=aarch64,win/x86/libzstd-jni-1.5.
6-4.dll;osname=Win32;processor=x86
Export-Package:
com.github.luben.zstd;version="1.5.6.4",com.github.luben
.zstd.util;version="1.5.6.4"
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: darwin.aarch64,darwin.x86_64,freebsd.amd64,freebsd.i386
,linux.aarch64,linux.amd64,linux.arm,linux.i386,linux.loongarch64,linux
.mips64,linux.ppc64,linux.ppc64le,linux.riscv64,linux.s390x,win.aarch64
,win.amd64,win.x86
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version>=1.8))"

Found in path(s):
* /zstd-jni-1-5-6-4-5-jar/META-INF/MANIFEST.MF

1.433 cxf-rt-transports-http 2.7.18

1.433.1 Available under license :

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1.434 jersey-media-json-jackson 3.1.11

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1.436 netty-transport-classes-epoll 4.2.5.Final

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/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java/*
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<?xml version="1.0" encoding="UTF-8"?>

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* /netty-transport-classes-epoll-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml

1.437 swagger-annotations 2.1.2

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* /swagger-annotations-2-1-2-sources-jar/io/swagger/v3/oas/annotations/servers/ServerVariable.java

1.438 util 0.8.4-Beryllium-SR4

1.439 gdbm 1.26-r0

1.439.1 Available under license :

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1.441 cxf-rt-frontend-jaxrs 2.7.11

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1.442 asm-analysis 9.2

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 */
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* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/SourceValue.java
*
/asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/Frame.java

* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-analysis-9-2-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
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1.443 importlib-metadata 8.0.0

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1.444 cargo-core-container-tomcat 1.0

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confidentiality element indicates if the server (target) supports privacy protected
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guarantee element specifies that the communication
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CONFIDENTIAL. NONE means that the application does not require any
transport guarantees. A value of INTEGRAL means that the application
requires that the data sent between the client and server be sent in
such a way that it can't be changed in transit. CONFIDENTIAL means
that the application requires that the data be transmitted in a
fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: port

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/jboss_4_0.dtd
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The confidentiality tag determines transport confidentiality requirements
for the bean. Confidentiality ensures that the data be sent between the client
and server in such a way to prevent other entities from observing the contents
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The confidentiality can be one of the following values:
requirements

Example:

<confidentiality>none</confidentiality>

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/weblogic-ejb-jar.dtd
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* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/web-app_2_2.dtd

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transport guarantees. A value of INTEGRAL means that the application
requires that the data sent between the client and server be sent in
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that the application requires that the data be transmitted in a
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Used in: user

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-
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*
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* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml24Type.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiType.java
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* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlType.java
*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml25Type.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlVersion.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXmlType.java

*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlVersion.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DescriptorMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DefaultJarArchive.java
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guarantee element specifies that the communication
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transport guarantees. A value of INTEGRAL means that the application
requires that the data sent between the client and server be sent in
such a way that it can't be changed in transit. CONFIDENTIAL means
that the application requires that the data be transmitted in a
fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: user

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/orion-web-9_04.dtd

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```
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*/
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Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/VendorDescriptor.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/WarArchiveMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/NodeMergeStrategy.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Filter.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/XmlMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/VendorWebAppDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-

jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/FilterMapping.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/SystemProperty.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Grammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiGrammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/InitParam.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DescriptorMergerByTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorType.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/AbstractChoiceMergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/ArchiveResourceMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlTypeAwareParser.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbDef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/MergedWarArchive.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Servlet.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/XmlEntityResolver.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentStreamAdapter.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml22Type.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlIo.java

* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/JndiLink.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/MergeWarFileDetails.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/MergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DtdParseException.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorElement.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/EjbRef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmi.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXmlIo.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/MergeException.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmi.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/SecurityConstraint.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/ContextParam.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-

jar/org/codehaus/cargo/module/webapp/WarArchiveIo.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/Entity.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/ChooseByNameMergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/VendorEjbDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlTag.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Descriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/JarArchiveUpdateable.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatWarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptorIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlTag.java
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/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlUtils.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/WebXmlElement.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlVersion.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Listener.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/Session.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiGrammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXml.java
*

/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptorType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/ResourceRef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/MergeProcessor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Dtd.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/AuthConstraint.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentMergerByXslt.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/JarArchiveIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/DefaultEjbArchive.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Identifier.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXmlIo.java
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* ==
*/

Found in path(s):
*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/EarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/DefaultWarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/DefaultEarArchive.java
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<!ELEMENT transport-config (integrity, confidentiality,
<!ELEMENT confidentiality (#PCDATA)>

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/orion-ejb-jar-9_04.dtd
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*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/J2eeDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml.java
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* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/weblogic810-web-jar.dtd
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*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/application_1_3.dtd
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* ========================================================================
*/
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Found in path(s):
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/WebXmlMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptor.java
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1.445 opentelemetry-sdk-logs 1.49.0

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1.446 jetty-security 12.0.22

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Build-Jdk-Spec: 22
Implementation-Vendor: Eclipse Jetty Project
Implementation-Version: 12.0.22
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url: https://jetty.org/

Bundle-Classpath: .
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Bundle-Description: Jetty module for Core :: IO
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Bundle-ManifestVersion: 2
Bundle-Name: Core :: IO
Bundle-SymbolicName: org.eclipse.jetty.io
Bundle-Vendor: Eclipse Jetty Project
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Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

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1.447 javax-persistence-api 2.2

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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/metamodel/Bindable.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/OneToOne.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/CacheRetrieveMode.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/MapKeyEnumerated.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/EntityListeners.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/PersistenceUnits.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/metamodel/SingularAttribute.java

* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/Cache.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/IdClass.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/spi/PersistenceUnitInfo.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/ColumnResult.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/spi/PersistenceProvider.java
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*
* Contributors:
*   Petros Splinakis - Java Persistence 2.2
*   Linda DeMichiel - Java Persistence 2.0 - Version 2.0 (October 1 - 2013)
*   Specification available from http://jcp.org/en/jsr/detail?id=317
*
**/

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1.448 kryo-parent 4.0.2

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*
* Use of Unsafe on Android is forbidden, as Android provides only a very limited functionality for this class compared to the JDK
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*
* @author Roman Levenstein <romixlev@gmail.com> */

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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/ObjectMap.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoDataInput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ClosureSerializer.java
*
/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferOutput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/AsmCachedFieldFactory.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeOutput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/BlowfishSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/Generics.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/ClassResolver.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/UnsafeCachedFieldFactory.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/FastOutput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/KryoCopyable.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ObjectField.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/Kryo.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerGenericsUtil.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoFactory.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/CompatibleFieldSerializer.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/Serializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerAnnotationsUtil.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/factories/SerializerFactory.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoCallback.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoPoolQueueImpl.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/FastInput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/UnsafeCacheFields.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoDataOutput.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IntArray.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/Util.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoPool.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/ReferenceResolver.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/OutputChunked.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeMemoryInput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IdentityObjectIntMap.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInputStream.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/TaggedFieldSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtil.java
*
 /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/StreamFactory.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/VersionFieldSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/NotNull.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/DefaultArraySerializers.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/DeflateSerializer.java
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/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/MapReferenceResolver.java
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/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java/*
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* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/codec/VarSignedIntegerCodec.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/codec/UTF8BufferCodec.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/BufferEditor.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/Buffer.java

* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/codec/ObjectCodec.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/DataByteArrayOutputStream.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/codec/BytesCodec.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/BufferOutputStream.java
* /hawtbuf-1-11-sources-6-jar/org/fusesource/hawtbuf/codec/LongCodec.java

1.457 rfc8528-parser-support 7.0.7

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* /rfc8528-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/parser/MountPointStatementImpl.java

1.458 commons-dbcp 1.2.2.osgi

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* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/PoolingConnection.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/jocl/JOCLContentHandler.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/datasources/SequencedHashMap.java
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* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/datasources/PooledConnectionAndInfo.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/cpdsadapter/PooledConnectionImpl.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/cpdsadapter/DriverAdapterCPDS.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/cpdsadapter/PoolablePreparedStatementStub.java
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* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/datasources/UserPassKey.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/DbcpException.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/AbandonedConfig.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/DelegatingConnection.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/SQLNestedException.java
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* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/DriverConnectionFactory.java
*
/com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/BasicDataSource.java
* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/DelegatingStatement.java
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/com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/cpdsadapter/package.html
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* /com-springsource-org-apache-commons-dbcp-1-2-2-osgi-sources-jar/org/apache/commons/dbcp/datasources/package.html

1.459 rich 13.9.4

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1.462 yang-parser-rfc7950 7.0.7

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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/repo/StatementSourceReferenceHandler.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/augment/AugmentStatementRFC7950Support.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/openconfig/stmt/OpenConfigVersionEffectiveStatementImpl.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/reactor/CustomCrossSourceStatementReactorBuilder.java
*
 /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/openconfig/stmt/OpenConfigVersionStatementImpl.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/extension/ModelDefinedStatementDefinition.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/namespace/StmtNamespaceContext.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/module/ModuleEffectiveStatementImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/EnumSpecificationImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/LeafrefSpecificationImpl.java
*
 /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/import_/ImportStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/refine/RefineEffectiveStatementImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/repo/YinStatementStreamSource.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/repo/ArgumentContextUtils.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/Decimal64SpecificationImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/UnionSpecificationImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/submodule/SubmoduleEffectiveStatementImpl.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/BitsSpecificationImpl.java
*
 /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/reactor/YangValidationBundles.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/AbstractEffectiveModule.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/EffectiveStmtUtils.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/module/ModuleStatementSupport.java

* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/IdentityRefSpecificationImpl.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/UnknownEffectiveStatementBase.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/SourceExceptionParser.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/AbstractParserErrorListener.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/package-info.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/extension/UnrecognizedEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefLeafrefSpecification.java
*
 /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefEnumSpecification.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/AbstractTypeSupport.java
* /yang-parser-rfc7950-7-0-7-sources-

jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefDecimal64Specification.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefInstanceIdentifierSpecification.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefBitsSpecification.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RefIdentityRefSpecification.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/IdentityStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/ArgumentUtils.java
* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/namespace/package-
info.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/augment/AbstractAugmentStatementSupport.java
*
 /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/FeatureStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
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* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/if_feature/IfFeaturePredicateVisitor.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/ContainerStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/ValueStatementSupport.java

*
/yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/notification/NotificationStatementRFC6020Support.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/leaf_list/LeafListStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/BitStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/RevisionDateStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/ModifierStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/IncludeStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/NamespaceStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/YinElementStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/IdentityRefSpecificationSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/LeafrefSpecificationSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/AnydataStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/ArgumentStatementSupport.java
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/yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/uses/UsesStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/notification/AbstractNotificationStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/ConfigStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/TypeStatementRFC7950Support.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/path/PathExpressionParser.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRArgument.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/AbstractSourceToken.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/AbstractOperationContainerStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/type/RegularInstanceIdentifierSpecification.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatement144.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatementL44.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRKeyword.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/leaf_list/AbstractLeafListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/namespace/YangNamespaceContextNamespace.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/leaf_list/AbstractNonEmptyLeafListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/list/RegularListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/leaf_list/SlimLeafListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/refine/RefineTargetNamespace.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/Token44444.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/if_feature/IfFeatureStatementRFC7950Support.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/leaf_list/EmptyLeafListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/list/AbstractListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/meta/AbstractImplicitStatementSupport.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/CompactYangStatementLexer.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/uses/EmptyLocalUsesEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/list/ConfigListWarningNamespace.java

* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/augment/AugmentInferenceAction.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/uses/SourceGroupingNamespace.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatement044.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/Token12122.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/uses/RegularLocalUsesEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/ExplicitTextToken.java
*
/yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/AbstractIRObject.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/if_feature/IfFeatureStatementRFC6020Support.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/Token12144.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/import_/ImportedVersionNamespace.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/module/QNameModuleNamespace.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/stmt/list/EmptyListEffectiveStatement.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatement022.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/package-info.java
*
/yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/antlr/AbstractToken.java
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* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatement.java
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/yang-parser-rfc7950-7-0-7-sources-jar/module-info.java
* /yang-parser-rfc7950-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/rfc7950/ir/IRStatement031.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
* /classgraph-4-8-122-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/classloaderhandler/FallbackClassLoaderHandler.java
*
 /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/concurrency/WorkQueue.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/types/Parser.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ArrayTypeSignature.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/Resource.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ModuleRef.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/recycler/Recycler.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/PackageInfo.java
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* /classgraph-4-8-122-sources-jar/io/github/classgraph/MethodParameterInfo.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/BaseTypeSignature.java
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* /classgraph-4-8-122-sources-jar/io/github/classgraph/ObjectTypedValueWrapper.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClassRefOrTypeVariableSignature.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClasspathElementPathDir.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/InfoList.java
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* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClassInfoList.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/recycler/Resettable.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/classpath/ClassLoaderOrder.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClassGraphException.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ReferenceTypeSignature.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/AnnotationParameterValue.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
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* /classgraph-4-8-122-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/TomcatWebappClassLoaderBaseHandler.java
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* /classgraph-4-8-122-sources-jar/io/github/classgraph/ArrayClassInfo.java
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*
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/JSONParser.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClasspathElementFileDir.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClasspathElementModule.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java

* /classgraph-4-8-122-sources-jar/io/github/classgraph/MappableInfoList.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/MethodTypeSignature.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/JSONArray.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/utils/StringUtils.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/ClassFields.java
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* /classgraph-4-8-122-sources-jar/io/github/classgraph/AnnotationInfo.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/utils/VersionFinder.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/Classfile.java
* /classgraph-4-8-122-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxContextFinderClassLoaderHandler.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/JSONUtils.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ClassRefTypeSignature.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/AnnotationInfoList.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/ScanResult.java
* /classgraph-4-8-122-sources-jar/io/github/classgraph/AnnotationEnumValue.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/classpath/ClassLoaderFinder.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/Id.java
*
 /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
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* This file is part of ClassGraph.
*
* Author: R. Kempees
*
* With contributions from @cpierceworld (#414)
*
* Hosted at: https://github.com/classgraph/classgraph
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jar/nonapi/io/github/classgraph/classloaderhandler/WebsphereLibertyClassLoaderHandler.java
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*
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*
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/concurrency/SimpleThreadFactory.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fileslice/ArraySlice.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessByteBufferReader.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java
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* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fileslice/reader/SequentialReader.java
* /classgraph-4-8-122-sources-jar/nonapi/io/github/classgraph/fileslice/reader/ClassfileReader.java
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* Author: Harith Elrufaie
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* This file is part of ClassGraph.
*
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*
* Hosted at: https://github.com/classgraph/classgraph
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* This file is part of ClassGraph.
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* Author: Michael J. Simons
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* Hosted at: https://github.com/classgraph/classgraph
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*
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1.465 swagger-core-jakarta 2.2.9

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* /lombok-1-18-36-sources-jar/lombok/core/PublicApiCreatorApp.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleFieldDefaults.java
* /lombok-1-18-36-sources-jar/lombok/bytecode/PoolConstantsApp.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleExtensionMethod.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/PatchDelegatePortal.java
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* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationDataType.java
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* /lombok-1-18-36-sources-jar/lombok/bytecode/AsmUtil.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleLog.java
* /lombok-1-18-36-sources-jar/lombok/bytecode/SneakyThrowsRemover.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleDelegate.java
* /lombok-1-18-36-sources-jar/lombok/javac/TreeMirrorMaker.java
* /lombok-1-18-36-sources-jar/lombok/bytecode/PreventNullAnalysisRemover.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleVal.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleAccessors.java
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* /lombok-1-18-36-sources-jar/lombok/launch/Agent.java
* /lombok-1-18-36-sources-jar/lombok/core/FieldAugment.java
* /lombok-1-18-36-sources-jar/lombok/core/Augments.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationKeysLoader.java
* /lombok-1-18-36-sources-jar/lombok/core/debug/ProblemReporter.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationProblemReporter.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleNonNull.java
* /lombok-1-18-36-sources-jar/lombok/javac/java8/CommentCollectingTokenizer.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleNonNull.java
* /lombok-1-18-36-sources-jar/lombok/installer/eclipse/JbdsLocationProvider.java
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* /lombok-1-18-36-sources-jar/lombok/core/runtimeDependencies/package-info.java
* /lombok-1-18-36-sources-jar/lombok/core/AgentLauncher.java
* /lombok-1-18-36-sources-jar/lombok/javac/package-info.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/package-info.java
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* /lombok-1-18-36-sources-jar/lombok/core/handlers/InclusionExclusionUtils.java
* /lombok-1-18-36-sources-jar/lombok/core/TypeResolver.java
* /lombok-1-18-36-sources-jar/lombok/EqualsAndHashCode.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleGetter.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleGetter.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleSetter.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleSetter.java
* /lombok-1-18-36-sources-jar/lombok/delombok/DocCommentIntegrator.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/EclipseHandlerUtil.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/EclipsePatcher.java
* /lombok-1-18-36-sources-jar/lombok/DirectoryRunner.java
* /lombok-1-18-36-sources-jar/lombok/core/AnnotationValues.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleSynchronized.java
*
 /lombok-1-18-36-sources-jar/lombok/AbstractRunTests.java
* /lombok-1-18-36-sources-jar/lombok/core/Version.java
* /lombok-1-18-36-sources-jar/lombok/javac/Javac.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleSneakyThrows.java

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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleLockedUtil.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleData.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleCleanup.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleEqualsAndHashCode.java
* /lombok-1-18-36-sources-jar/lombok/transform/TestWithEcj.java
* /lombok-1-18-36-sources-jar/lombok/installer/eclipse/STSLocationProvider.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleData.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleToString.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleToString.java
* /lombok-1-18-36-sources-jar/lombok/transform/TestLombokFilesIdempotent.java
*
 /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandlePrintAST.java
* /lombok-1-18-36-sources-jar/lombok/transform/TestWithDelombok.java
* /lombok-1-18-36-sources-jar/lombok/delombok/DelombokApp.java
* /lombok-1-18-36-sources-jar/lombok/core/AST.java
* /lombok-1-18-36-sources-jar/lombok/javac/JavacNode.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/EclipseNode.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleEqualsAndHashCode.java
* /lombok-1-18-36-sources-jar/lombok/core/handlers/SneakyThrowsAndCleanupDependencyInfo.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/EclipseAST.java
* /lombok-1-18-36-sources-jar/lombok/installer/eclipse/EclipseLocationProvider.java
* /lombok-1-18-36-sources-jar/lombok/core/Main.java
* /lombok-1-18-36-sources-jar/lombok/installer/Installer.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleSneakyThrows.java

* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandlePrintAST.java
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* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/EclipseLoaderPatcherTransplants.java
* /lombok-1-18-36-sources-jar/lombok/core/GuavaTypeMap.java
* /lombok-1-18-36-sources-jar/lombok/core/debug/AssertionLogger.java
* /lombok-1-18-36-sources-jar/lombok/experimental/Helper.java
* /lombok-1-18-36-sources-jar/lombok/javac/apt/Processor.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/singulars/EclipseJavaUtilSingularizer.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/PatchFixesShadowLoaded.java
* /lombok-1-18-36-sources-jar/lombok/core/handlers/Singulars.java
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* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationSource.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/FileSystemSourceCache.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/SingleConfigurationSource.java
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* /lombok-1-18-36-sources-jar/lombok/AllArgsConstructor.java
* /lombok-1-18-36-sources-jar/lombok/extern/java/Log.java
* /lombok-1-18-36-sources-jar/lombok/experimental/var.java
* /lombok-1-18-36-sources-jar/lombok/val.java
* /lombok-1-18-36-sources-jar/lombok/extern/log4j/Log4j.java
* /lombok-1-18-36-sources-jar/lombok/Delegate.java
* /lombok-1-18-36-sources-jar/lombok/extern/apachecommons/CommonsLog.java
* /lombok-1-18-36-sources-jar/lombok/RequiredArgsConstructor.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/singulars/JavacJavaUtilMapSingularizer.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/singulars/EclipseJavaUtilSetSingularizer.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/singulars/EclipseJavaUtilListSetSingularizer.java
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* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/HandleHelper.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/EclipseSingularsRecipes.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/handlers/singulars/EclipseGuavaMapSingularizer.java

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* /lombok-1-18-36-sources-jar/lombok/Cleanup.java
* /lombok-1-18-36-sources-jar/lombok/Lombok.java
* /lombok-1-18-36-sources-jar/lombok/Data.java
* /lombok-1-18-36-sources-jar/lombok/Synchronized.java
* /lombok-1-18-36-sources-jar/lombok/SneakyThrows.java
* /lombok-1-18-36-sources-jar/lombok/Setter.java
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* /lombok-1-18-36-sources-jar/lombok/javac/java7/CommentCollectingParser.java
* /lombok-1-18-36-sources-jar/lombok/javac/java6/CommentCollectingParserFactory.java
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* /lombok-1-18-36-sources-jar/lombok/core/configuration/IdentifierName.java
* /lombok-1-18-36-sources-jar/lombok/core/handlers/LoggingFramework.java
* /lombok-1-18-36-sources-jar/lombok/CustomLog.java
* /lombok-1-18-36-sources-jar/lombok/core/CleanupRegistry.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/LogDeclaration.java
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* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationApp.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/FlagUsageType.java
* /lombok-1-18-36-sources-jar/lombok/javac/JavacAugments.java
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*/
/**
  * Adds the given new method declaration to the provided type AST Node.
  * Can also inject constructors.
  *
  * Also takes care of updating the JavacAST.
  *
  * Ordinarily the 'source' is determined automatically. In rare cases generally involving combinations between
  * annotations, some of which require re-attribution such as {@code @Delegate}, that doesn't work. This method
  * exists if you explicitly have the source.
  */
```

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* /lombok-1-18-36-sources-jar/lombok/delombok/LombokOptionsFactory.java
* /lombok-1-18-36-sources-jar/lombok/delombok/FormatPreferenceScanner.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationResolver.java
* /lombok-1-18-36-sources-jar/lombok/javac/Javac6BasedLombokOptions.java
* /lombok-1-18-36-sources-jar/lombok/core/configuration/ConfigurationValueParser.java
* /lombok-1-18-36-sources-jar/lombok/core/LombokImmutableList.java
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* /lombok-1-18-36-sources-jar/lombok/core/debug/package-info.java
* /lombok-1-18-36-sources-jar/lombok/core/debug/DebugSnapshotStore.java

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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleSingularRemove.java
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* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/PatchExtensionMethodCompletionProposalPortal.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/ExtensionMethodCompletionProposal.java
* /lombok-1-18-36-sources-jar/lombok/experimental/PackagePrivate.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/JavacResolver.java

* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/PatchExtensionMethodCompletionProposal.java
* /lombok-1-18-36-sources-jar/lombok/experimental/NonFinal.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/DeferUntilPostDiet.java
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* /lombok-1-18-36-sources-jar/lombok/javac/apt/Javac6BaseFileObjectWrapper.java
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* /lombok-1-18-36-sources-jar/lombok/delombok/ant/DelombokTask.java
* /lombok-1-18-36-sources-jar/lombok/eclipse/HandlerLibrary.java
* /lombok-1-18-36-sources-jar/lombok/javac/HandlerLibrary.java
* /lombok-1-18-36-sources-jar/lombok/core/AnnotationProcessor.java
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* /lombok-1-18-36-sources-jar/lombok/javac/JavacASTVisitor.java
* /lombok-1-18-36-sources-jar/lombok/javac/JavacASTAdapter.java
* /lombok-1-18-36-sources-jar/lombok/core/TypeLibrary.java
* /lombok-1-18-36-sources-jar/lombok/NonNull.java
* /lombok-1-18-36-sources-jar/lombok/delombok/DelombokResult.java
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* /lombok-1-18-36-sources-jar/lombok/javac/java7/CommentCollectingScanner.java
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* /lombok-1-18-36-sources-jar/lombok/eclipse/agent/PatchDelegate.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleSuperBuilderRemove.java
* /lombok-1-18-36-sources-jar/lombok/installer/eclipse/RhcrLocationProvider.java
* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleBuilderRemove.java
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* /lombok-1-18-36-sources-jar/lombok/installer/AppleNativeLook.java
* /lombok-1-18-36-sources-jar/lombok/core/package-info.java
* /lombok-1-18-36-sources-jar/lombok/core/LombokApp.java
* /lombok-1-18-36-sources-jar/lombok/installer/package-info.java
* /lombok-1-18-36-sources-jar/lombok/installer/WindowsDriveInfo.java
* /lombok-1-18-36-sources-jar/lombok/javac/apt/package-info.java
* /lombok-1-18-36-sources-jar/lombok/installer/CorruptedIdeLocationException.java
* /lombok-1-18-36-sources-jar/lombok/core/runtimeDependencies/RuntimeDependencyInfo.java
* /lombok-1-18-36-sources-jar/lombok/AccessLevel.java
* /lombok-1-18-36-sources-jar/lombok/delombok/UnicodeEscapeWriter.java
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* /lombok-1-18-36-sources-jar/lombok/eclipse/TransformEclipseAST.java
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* /lombok-1-18-36-sources-jar/lombok/javac/handlers/HandleSuperBuilder.java
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1.468 guava 32.1.2-jre

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1.469 jaxb-core 2.3.1

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1.470 ehcache-core 2.10.6

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/**
    * Returns a list of all element keys in the cache, whether or not they are expired.
    * <p>
    * The returned keys are unique and can almost be considered a set. See {@link net.sf.ehcache.store.CacheKeySet
CacheKeySet} for
    * more details.
    * <p>
    * The List returned is not live. It is a copy.

   * <p>
    * The time taken is O(n). For large caches - or caches with high-latency storage this method can take a very long
time to complete,
    * may cause timeouts if using features such NonStopCache or transactions, and is not guaranteed to give a
consistent view of the
    * cache entry set. Usage is highly discouraged.
    *
    * @return a list of {@link Object} keys
    * @throws IllegalStateException if the cache is not {@link Status#STATUS_ALIVE}
    * @see net.sf.ehcache.store.CacheKeySet
```

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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/concurrent/LongAdder.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/concurrent/Striped64.java
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*/

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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/PressuredStore.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/RegisteredEventListeners.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/CacheManagerPeerListenerFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/generator/model/NodeElement.java
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 /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/XaCommitOutcome.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/MemoryUnit.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLockFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/DevModeClassLoader.java
* /ehcache-core-2-10-6-sources-
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLock.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/EhcacheXAResource.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/PreferredLoaderObjectInputStream.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/SizeOfEngineFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/TransactionManagerLookup.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/TerracottaConfiguration.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/Store.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/OrderComparator.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/compound/CopyStrategy.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/AbstractTransactionIDFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/ExpiredXidTransactionIDImpl.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/ExecutionHints.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/strategy/EhcacheAccessStrategyFactoryImpl.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/PoolEvictor.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/SampledEhcacheMBeans.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/CacheEventListenerAdapter.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/UnsafeSizeOf.java

* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/ElementIdAssigningStore.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/cachingtier/CountBasedBackEnd.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/cluster/NoopCacheCluster.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/impl/CacheRegionStats.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/AgentSizeOf.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/CacheWriter.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/processor/XARequestProcessor.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/disk/Segment.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLockManager.java
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jar/net/sf/ehcache/config/generator/model/elements/PersistenceConfigurationElement.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/Decision.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/concurrent/LockType.java
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/ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/SampledRateCounterProxy.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/writebehind/CoalesceKeysFilter.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/CopyStrategyConfiguration.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/TransactionalBruteForceSource.java

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jar/net/sf/ehcache/config/generator/model/elements/TimeoutBehaviorConfigurationElement.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/cluster/ClusterSchemeNotAvailableException.java
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/ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/BeanHandler.java
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 /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/LargeCollection.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/MemoryEfficientByteArrayOutputStream.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/ResultImpl.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/selector/Selector.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/TerracottaCacheEventReplicationFactory.java
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1.472 nose 1.3.7

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it with the complete corresponding machine-readable source code, which
must be distributed
under the terms of Sections 1 and 2 above on a
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If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this
License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables
containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable
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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user

installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
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1.473 httpasyncclient 4.1

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1.474 cxf-rt-rs-extension-providers 2.7.18

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1.481 postgre-sql 42.3.9

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1.482 cachecontrol 0.14.1

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1.483 subzero-core 0.10

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
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pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
```

```
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
```

```
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
```

```
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"

```
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
```

```
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
```

```
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
```

```
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
```

```
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {    \
 (elm)->field.sle_next = (head)->slh_first;    \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {    \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {     \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {    \
 if ((head)->slh_first == (elm)) {     \
  SLIST_REMOVE_HEAD((head), field);    \
 }        \
 else {        \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }        \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}
```

```
/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
    (var) != LIST_END(head);     \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&     \
    ((tvar) = LIST_NEXT((var), field), 1);   \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
```

```
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
```

```
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
```

```
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
```

```
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
```

```
 (head)->tqh_last = &(elm)->field.tqe_next;  \
(listelm)->field.tqe_next = (elm);    \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)
```

```
/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {    \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {    \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
```

```
 (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))
```

```
#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
```

```
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
  QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
  QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
  QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
```

```
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
```

```
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
```

```
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
```

```
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

```
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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
```

```
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
```

```
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
```

```
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else        \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{         \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{         \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
```

```
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else      \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
 return (elm);      \
 }        \
 return (NULL);       \
}        \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
```

```
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) > 0){    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
```

```
  }     \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }      \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}
```

```
#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
```

```
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
```

```
    RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
```

```
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = RB_RIGHT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
```

```
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
```

```
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
   } while ((left = RB_PARENT(left, field)) != NULL); \
  }       \
  goto color;      \
 }        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
  } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
```

```
name##_RB_INSERT(struct name *head, struct type *elm)   \
{       \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}       \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}       \
       \
```

```
/* Finds the first node greater than or equal to the search key */ \
attr struct type *      \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);       \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_NEXT(struct type *elm)     \
{       \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_PREV(struct type *elm)     \
{       \
```

```
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
```

```
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"
```

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

```
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.485 springfox-swagger-common 3.0.0

1.485.1 Available under license :

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

```
/*
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*
```

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*
*
*/
```

Found in path(s):
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationSummaryReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationNotesReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationHttpMethodReader.java
*
/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/annotations/Annotations.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/SwaggerOperationModelsProvider.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OpenApiOperationTagsReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/SwaggerMediaTypeReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/VendorExtensionsReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationNicknameIntoUniqueIdReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/SwaggerOperationTagsReader.java
* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationPositionReader.java
*
/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationHiddenReader.java
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 /springfox-swagger-common-3-0-0-sources-
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* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/ApiKeyVehicle.java
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* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/SwaggerResource.java
*
 /springfox-swagger-common-3-0-0-sources-
jar/springfox/documentation/swagger/common/XForwardPrefixPathAdjuster.java
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jar/springfox/documentation/swagger/readers/parameter/Examples.java
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* /springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/web/SecurityConfigurationBuilder.java

1.486 springdoc-openapi-starter-webmvc-api 2.1.0

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

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

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

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

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because its license has a choice of law clause. According to
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https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt
It contains the certificates in PEM format and therefore
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
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1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				

2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
Foundation (PSF, see http://www.python.org/psf/) was formed, a
non-profit organization created specifically to own Python-related
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All Python releases are Open Source (see http://www.opensource.org for
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)

2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
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2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
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* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/Proxy.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/CalendarParser.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/TimeZone.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/TotalDigitsFacet.java
*
 /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/regex/RegExp.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/FinalComponent.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/GMonthType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/GMonthDayType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/PositiveIntegerType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DateTimeBaseType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/UnsignedByteType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/BooleanType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/LengthFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/IntType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/GYearType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/LongType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/IDateTimeValueType.java
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 /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/EnumerationFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarFormatter.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/DatabindableDatatype.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DateTimeType.java
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* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/regex/XercesImpl.java

* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/BinaryBaseType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/BuiltinAtomicType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/AnyURIType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/PreciseCalendarFormatter.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NcnameType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/UnsignedShortType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NegativeIntegerType.java
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 /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/MaxExclusiveFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/Discrete.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/IntegerDerivedType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/regex/JDKImpl.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/UnionType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/Comparator.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/PreciseCalendarParser.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NormalizedStringType.java
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* /xsdlib-2013-6-1-sources-2-jar/com/sun/xml/util/XmlChars.java
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 /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/HexBinaryType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/PatternFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DataTypeWithValueConstraintFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ngimpl/DatatypeBuilderImpl.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/UnsignedIntType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/TypeIncubator.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/FloatingNumberType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/IntegerValueType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/ITimeDurationValueType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/RangeFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NameType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ListType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/TimeType.java
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* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/StringType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ErrorType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NonNegativeIntegerType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/ErrorDatatypeLibrary.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/FloatType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/WhiteSpaceProcessor.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DatatypeFactory.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/MinLengthFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/FractionDigitsFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/IDREFType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/regex/RegExpFactory.java
*

/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/QnameType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/MaxLengthFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/BinaryValueType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ngimpl/DataTypeLibraryImpl.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/Util.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NumberType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DateType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DoubleType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/LanguageType.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/MaxInclusiveFacet.java
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ByteType.java
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* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/regexp/message_ja.properties
* /xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/regexp/message.properties

1.491 aporeo-cas 3.4.2

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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/Authentication.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/CentralAuthenticationServiceImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/ImmutableAssertionImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/StatisticsController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/view/Saml10SuccessResponseView.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/Cas10ProtocolValidationSpecification.java
* /cas-server-core-3-4-2-sources-1-

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*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/AuthenticationMetaDataPopulator.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/UsernamePasswordCredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/ThrottledUseAndTimeoutExpirationPolicy.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/web/support/InMemoryThrottledSubmissionByIpAddressHandlerInterceptorAdapter.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/support/HttpBasedServiceCredentialsAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/proxy/ProxyHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketGrantingTicket.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/BadPasswordAuthenticationException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/InvalidTicketException.java
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/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/Principal.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/BadUsernameOrPasswordAuthenticationException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/Cas20WithoutProxyingValidationSpecification.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/SamlCompliantUniqueTicketIdGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/DefaultUniqueTicketIdGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/TicketRegistry.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketValidationException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/ServiceTicketImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/view/AbstractCasView.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/LdapUtils.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/TimeoutExpirationPolicy.java
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/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/ServiceTicket.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/Cas20ProtocolValidationSpecification.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/NumericGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/MutableAuthentication.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/PasswordEncoder.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/UnauthorizedServiceException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/Ticket.java
* /cas-server-core-3-4-2-sources-1-
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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/SendTicketGrantingTicketAction.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/RandomStringGenerator.java
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/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/GenerateServiceTicketAction.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/LinkedAuthenticationHandlerAndCredentialsToPrincipalResolverAuthenticationMa
nager.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/ArgumentExtractor.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/AuthenticationManagerImpl.java

* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/AuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/view/Cas10ResponseView.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/InitialFlowSetupAction.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/HttpBasedServiceCredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/aspect/LogAspect.java
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/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/ProxyController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/PlainTextPasswordEncoder.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/Service.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/SimplePrincipal.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/bind/CredentialsBinder.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/support/AbstractUsernamePasswordAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/UnsupportedCredentialsException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/LogoutController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/view/Saml10FailureResponseView.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/AbstractAuthenticationManager.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/support/JaasAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/DefaultTicketRegistry.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/AbstractCasProtocolValidationSpecification.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketState.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/init/SafeContextLoaderListener.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/ServiceValidateController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/support/DefaultTicketRegistryCleaner.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/RegistryCleaner.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/SamlArgumentExtractor.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/web/support/AbstractInMemoryThrottledSubmissionHandlerInterceptorAdapter.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/NoSuchFlowExecutionExceptionResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/init/SafeDispatcherServlet.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/UncategorizedAuthenticationException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketGrantingTicketImpl.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/support/SimpleTestUsernamePasswordAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/HttpBasedServiceCredentials.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/DefaultLongNumericGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/AbstractTicket.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/remoting/server/RemoteCentralAuthenticationService.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/MultiTimeUseOrTimeoutExpirationPolicy.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/AuthenticationManager.java
* /cas-server-core-3-4-2-sources-1-
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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/ValidationSpecification.java

* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/NeverExpiresExpirationPolicy.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/CasArgumentExtractor.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/TicketCreationException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/AbstractAuthentication.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/AbstractNonInteractiveCredentialsAction.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/InspektrThrottledSubmissionByIpAddressAndUsernameHandlerInterceptorAdapter.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/AbstractTicketRegistry.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/AbstractThrottledSubmissionHandlerInterceptorAdapter.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/UniqueTicketIdGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/LongNumericGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/DefaultRandomStringGenerator.java
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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/AuthenticationViaFormAction.java
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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/CasVersion.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/AuthenticationException.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/WebUtils.java
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* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/web/ServiceThemeResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/HardTimeoutExpirationPolicy.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/ImmutableAuthentication.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/validation/Assertion.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/CredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/CentralAuthenticationService.java
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*/
/**
* Marker interface for credentials required to authenticate a principal.
*
* The Credentials is an opaque object that represents the information a user
* asserts proves that the user is who it says it is. In CAS, any information
* that is to be presented for authentication must be wrapped (or implement) the
* Credentials interface. Credentials can contain a userid and password, or a
* Certificate, or an IP address, or a cookie value. Some credentials require
* validation, while others (such as container based or Filter based validation)
* are inherently trustworthy.
*
* People who choose to implement their own Credentials object should take care that
* any toString() they implement does not accidentally
 expose confidential information.
* toString() can be called from various portions of the CAS code base, including logging
* statements, and thus toString should never contain anything confidential or anything
* that should not be logged.
*
* Credentials objects that are included in CAS do NOT expose any confidential information.
*
* @author William G. Thompson, Jr.
* @version $Revision: 1.2 $ $Date: 2007/01/22 20:35:26 $
* @since 3.0
*
* This is a published and supported CAS Server 3 API.
*
*/

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Found in path(s):
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/support/JdbcLockingStrategy.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/support/LockingStrategy.java
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/SpringAwareMessageMessageInterpolator.java
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/WebApplicationService.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/audit/spi/TicketAsFirstParameterResourceResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/web/RegisteredServiceSimpleFormController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/GoogleAccountsArgumentExtractor.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/Response.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/ShibbolethCompatiblePersistentIdGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/InMemoryServiceRegistryDaoImpl.java
*
 /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/DirectMappingAuthenticationManagerImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/PersistentIdGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/RegisteredServiceImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/OpenIdProviderController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/ServiceRegistryDao.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/AbstractPersonDirectoryCredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/ServicesManager.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/PrincipalNameTransformer.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/audit/spi/ServiceResourceResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/audit/spi/TicketOrCredentialPrincipalResolver.java
*
 /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/support/AbstractPreAndPostProcessingAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/CalendarUtils.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/RememberMeUsernamePasswordCredentials.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/audit/spi/CredentialsAsFirstParameterResourceResolver.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/AbstractDistributedTicketRegistry.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/web/support/RegisteredServiceValidator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/DefaultServicesManagerImpl.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/services/web/ManageRegisteredServicesMultiActionController.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/support/CookieRetrievingCookieGenerator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/ReloadableServicesManager.java

*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/HttpClient.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/RememberMeCredentials.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/RegisteredService.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/UnauthorizedProxyingException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/DefaultPasswordEncoder.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/SimpleWebApplicationServiceImpl.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/PrivateKeyFactoryBean.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/UnauthorizedSsoServiceException.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/GoogleAccountsService.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/web/support/AbstractSingleSignOutEnabledArgumentExtractor.java
*
/cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/principal/RememberMeAuthenticationMetaDataPopulator.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/SamlUtils.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/NoOpPrincipalNameTransformer.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/SamlService.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/support/RememberMeDelegatingExpirationPolicy.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/ticket/registry/JpaTicketRegistry.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/AopUtils.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/principal/AbstractWebApplicationService.java
* /cas-server-core-3-4-2-sources-1-
jar/org/jasig/cas/authentication/handler/PrefixSuffixPrincipalNameTransformer.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/services/JpaServiceRegistryDaoImpl.java
*
/cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/authentication/handler/NamedAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/util/PublicKeyFactoryBean.java
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*/

Found in path(s):
* /cas-server-core-3-4-2-sources-1-jar/org/jasig/cas/web/flow/CasDefaultFlowUrlHandler.java

1.492 bcprov-jdk18on 1.78.1

1.492.1 Available under license :

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

/**
* Contains the polynomial classes used in the NTRU round 3 algorithm.

*
*
* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,
* released under CC0-1.0 license.
*
*
* NIST submission files
* License of reference implementation
*/

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/pqc/math/ntru/package-info.java
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/**
* An implementation of RFC 7253 on The OCB
* Authenticated-Encryption Algorithm. For those still concerned about the original patents
* around this, please see:
*
* https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/
*
* Text reproduced below.
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*/

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/crypto/modes/OCBBlockCipher.java
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Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/LICENSE.java
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/**
* SPHINCS-256 signer.
*
* This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being the digests used
* for message hashing and tree construction are now configurable (within limits...) and that the implementation produces
* detached signatures.
*
*
* The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of
* section 1 in https://eprint.iacr.org/2014/795.pdf
*
*/

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/pqc/crypto/sphincs/SPHINCS256Signer.java
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// now keep space is free to use

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/pqc/legacy/crypto/gmss/GMSSPrivateKeyParameters.java
No license file was found, but licenses were detected in source scan.

```
/**
   * Magic value for proprietary OpenSSH private key.
   **/
```

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/crypto/util/OpenSSHPrivateKeyUtil.java
No license file was found, but licenses were detected in source scan.

```
/**
* Poly1305 message authentication code, designed by D. J. Bernstein.
* <p>
* Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key
* consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106
* effective key bits) used in the authenticator.
* <p>
* The polynomial calculation in this implementation is adapted from the public domain <a
* href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled</a> C implementation
* by Andrew M (@floodyberry).
* @see Poly1305KeyGenerator
*/
```

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/crypto/macs/Poly1305.java
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```
public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,
```

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/asn1/x9/DomainParameters.java
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```
/**
* The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography. For the old
NTRU, see
* {@link org.bouncycastle.pqc.legacy.crypto.ntru}.
*
* <p>
* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC
competition,
* released under CC0-1.0 license.
* </p>
*
* <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-
3/submissions/NTRU-Round3.zip">NIST submission files</a></p>
* <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference
implementation</a></p>
*
* @see <a href="https://csrc.nist.gov/Projects/post-quantum-cryptography/round-3-submissions">NIST round 3
```

PQC submissions page
* @see NTRU website
* @see NTRU specification
*/

Found in path(s):
* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/pqc/crypto/ntru/package-info.java

1.493 openssl 3.5.4-r0

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* /snmp4j-2-8-12-sources-jar/org/snmp4j/util/package.html
* /snmp4j-2-8-12-sources-jar/org/snmp4j/event/package.html
* /snmp4j-2-8-12-sources-jar/org/snmp4j/smi/package.html
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 /snmp4j-2-8-12-sources-jar/org/snmp4j/security/AuthenticationProtocol.java
```

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```
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 _##
 _##  SNMP4J - AuthSHA2.java
 _##
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 _##########################################################################*/
```

Found in path(s):

```
* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/AuthSHA2.java
```

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```
/*_##########################################################################
 _##
 _##  SNMP4J - SshAddress.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/smi/SshAddress.java
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```
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 _##
 _##  SNMP4J - DHParameters.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/dh/DHParameters.java
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 _##
 _##  SNMP4J - SecurityParameters.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/SecurityParameters.java
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 _##  SNMP4J - User.java
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 _##
 _############################################################################*/
```

Found in path(s):
* /snmp4j-2-8-12-sources-jar/org/snmp4j/User.java
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 _##
 _##  SNMP4J - Integer32.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/smi/Integer32.java
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 _##  SNMP4J - USM.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/USM.java
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 _##
 _##  SNMP4J - DHGroups.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/dh/DHGroups.java
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 _##  SNMP4J - ConsoleLogFactory.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/log/ConsoleLogFactory.java
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 _##
 _##  SNMP4J - SnmpUriResponse.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/uri/SnmpUriResponse.java
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 _##  SNMP4J - TLSTMExtendedTrustManager.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/transport/tls/TLSTMExtendedTrustManager.java
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 _##  SNMP4J - LogLevel.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/log/LogLevel.java
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 _##
 _##  SNMP4J - SNMPv3SecurityModel.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/SNMPv3SecurityModel.java
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 _##  SNMP4J - RequestStatistics.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/mp/RequestStatistics.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/SecurityProtocols.java
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 _##  SNMP4J - AssignableFromLong.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/security/PrivAES192.java
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* /snmp4j-2-8-12-sources-jar/org/snmp4j/smi/TlsAddress.java
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 _##  SNMP4J - X509TlsTransportMappingConfig.java
 _##
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 _##  SNMP4J - BEROutputStream.java
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 _##  SNMP4J - AuthHMAC256SHA384.java
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```

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* /snmp4j-2-8-12-sources-jar/org/snmp4j/transport/UnsupportedAddressClassException.java

1.503 grpc-api 1.66.0

1.503.1 Available under license :

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1.504 netty-transport-classes-kqueue 4.2.5.Final

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-transport-classes-kqueue-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-kqueue/pom.xml
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueDatagramChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueServerChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueStreamChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/AcceptFilter.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/BsdSocket.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueue.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueChannelOption.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueDatagramChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueDatagramChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-

jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueEventArray.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueIoEvent.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueIoHandle.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueIoHandler.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueIoOps.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueRecvByteAllocatorHandle.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueServerDomainSocketChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannel.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannelConfig.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/KQueueStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/Native.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/NativeArrays.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/NativeLongArray.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/io/netty/channel/kqueue/package-info.java/*
/opt/cola/permits/2616834423_1758691605.9137187/0/netty-transport-classes-kqueue-4-2-5-final-sources-jar/module-info.yml#

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*

1.505 activation-api 2.1.2

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* License: MIT
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http://necolas.github.io/normalize.css/
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* Project: https://wiki.openjdk.java.net/display/CodeTools/sigtest
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1.506 nuid 1.0.1

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1.507 pyparsing 3.2.3

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1.508 simpleclient 0.16.0

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1.509 sh 1.14.3

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1.510 xml-commons-resolver 1.2.0

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1.511 ognl 2.6.11

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1.513 junit-jupiter 5.9.2

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1.516 spring-security-cas-client 3.0.5.RELEASE

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* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/web/CasAuthenticationEntryPoint.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/userdetails/AbstractCasAssertionUserDetailsService.java
*
/spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/authentication/NullStatelessTicketCache.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/authentication/CasAuthenticationToken.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/userdetails/GrantedAuthorityFromAssertionAttributesUserDetailsService.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/ServiceProperties.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/authentication/CasAuthenticationProvider.java
* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/web/CasAuthenticationFilter.java

* /spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/authentication/CasAssertionAuthenticationToken.java
*
/spring-security-cas-client-3-0-5-release-sources-2-jar/org/springframework/security/cas/authentication/EhCacheBasedTicketCache.java
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1.517 yang-common 7.0.7

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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/QNameModule.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/RpcError.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/RpcResult.java
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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/XNv1.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/ErrorType.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/ErrorSeverity.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/ErrorTag.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/XMLNamespace.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/NetconfLayer.java
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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/UnqualifiedQName.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/QualifiedQName.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/UQNv1.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/YangError.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/UintConversions.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/AbstractQName.java
*
 /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/QNv1.java
* /yang-common-7-0-7-sources-jar/module-info.java
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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/CanonicalValueValidator.java
* /yang-common-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/common/AbstractCanonicalValueImplementationValidator.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/CachingDerivedString.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/AbstractCanonicalValueSupport.java
*
 /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/CanonicalValue.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/CanonicalValueViolation.java
* /yang-common-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/common/AbstractCanonicalValueValidator.java
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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/Revision.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/YangNames.java
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* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/Decimal64.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/Empty.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/Uint16.java
* /yang-common-7-0-7-sources-jar/org/opendaylight/yangtools/yang/common/Uint8.java

1.518 jaxb2-basics-runtime 0.6.2

1.519 apache-log4j 2.20.0

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1.520 slf4j 1.7.30

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/FieldSignature.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/AbortException.java
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 /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/CFlow.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/NoAspectBoundException.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/ConstructorSignature.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/PerObjectMap.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/reflect/StringMaker.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/util/FileUtil.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/MemberSignature.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/reflect/InitializerSignatureImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/AdviceSignature.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/ISourceLocation.java
*

/aspectjweaver-1-9-19-sources-jar/org/aspectj/util/PartialOrder.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/loadtime/definition/Definition.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelAccessForInlineMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/loadtime/Aj.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/loadtime/DefaultMessageHandler.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/reflect/LockSignatureImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/asm/IHierarchyListener.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/asm/IRelationship.java
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*   Lyor Goldstein (vmware) add support for weaved class being re-defined
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AbstractAnnotationAJ.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/IUnwovenClassFile.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/EnumAnnotationValue.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/asm/IModelFilter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AnnotationNameValuePair.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ClassAnnotationValue.java
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 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/IVerificationRequired.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelConstantPoolReader.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/Utility.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/MemberImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/NotTypePattern.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/OrTypePattern.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ITokenSource.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ConcreteCflowPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/Pointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/NamePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/PatternNode.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/PerFromSuper.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/ExceptionRange.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WithincodePointcut.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ResolvedPointcutDefinition.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/NewParentTypeMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelField.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelVar.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/Or.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/Instanceof.java
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/aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ISourceContext.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/OrPointcut.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/IToken.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/PerSingleton.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/KindedPointcut.java

*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AjcMemberMaker.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/IExprVisitor.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/Range.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/SourceContextImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/Lint.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/ShadowRange.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/CallExpr.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AjAttribute.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/Declare.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/NameMangler.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelClassWeaver.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ParserException.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/BasicToken.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/Position.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AdviceKind.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/model/AsmRelationshipProvider.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/SignaturePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/NameBindingPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/Test.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ShadowMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/IHasSourceLocation.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ast/ITestVisitor.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/IScope.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WildTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WithinPointcut.java
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 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/NotPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/UnwovenClassFile.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/NewMethodTypeMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/LazyMethodGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/Bindings.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/DeclareErrorOrWarning.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/IntMap.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/AndTypePattern.java
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*   Andy Clement 6Jul05 generics - signature attribute
*   Abraham Nevado
* **********/

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*   Adrian Colyer            refactoring for traversal and grouping by kind
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* Abraham Nevado   new factory methods for collapsed SJPs
*   Andy Clement   new factory methods that rely on LDC <class>
* **/

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* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/ClassWriter.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/ModuleVisitor.java
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* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/Label.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/FieldWriter.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/AnnotationVisitor.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/MethodVisitor.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/RecordComponentVisitor.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/TypeReference.java
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* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/signature/SignatureReader.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/Handle.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/ClassTooLargeException.java
* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/ClassVisitor.java
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* /aspectjweaver-1-9-19-sources-jar/aj/org/objectweb/asm/Attribute.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/AbstractTrace.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/IMessageContext.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/Jdk14Trace.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/Traceable.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/DefaultTrace.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/CommonsTraceFactory.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/Trace.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/TraceFactory.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/Jdk14TraceFactory.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/Constants.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/DefaultTraceFactory.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/CommonsTrace.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/cflowstack/ThreadStack.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/cflowstack/ThreadStackFactoryImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/cflowstack/ThreadStackFactoryImpl11.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/CFlowCounter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/AnnotationDefault.java
*

/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/EnclosingMethod.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/runtime/internal/cflowstack/ThreadStackFactory.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeVisParamAnnos.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/ArrayElementValue.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeParamAnnos.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeVisAnnos.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/ClassElementValue.java
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* **/

Found in path(s):
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/TypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/BindingTypePattern.java
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* Contributors:
*   Andy Clement   initial implementation
*   Heavily based on LocalVariableTable
* **/

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/LocalVariableTypeTable.java
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* initial implementation   Adrian Colyer
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/DeclareParents.java
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*   PARC   initial implementation
*   Andy Clement start of generics upgrade...
*   Adrian Colyer - overhaul
* **/

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/UnresolvedType.java
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* Contributors:
* initial implementation Alexandre Vasseur
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Found in path(s):
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/AfterThrowing.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/DeclarePrecedence.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/Before.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/AtAjAttributes.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelPerClauseAspectAdder.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/After.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/ProceedingJoinPoint.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/Around.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/AfterReturning.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/Aspect.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/Pointcut.java
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* Contributors:
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* Alexandre Vasseur @AspectJ ITDs
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Found in path(s):
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ResolvedTypeMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelTypeMunger.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/ResolvedType.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeInvisAnnos.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/ElementValue.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeAnnos.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/annotation/RuntimeInvisParamAnnos.java
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*   Nieraj Singh
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* Contributors:
*   John Kew (vmware)   initial implementation
*   Lyor Goldstein (vmware) add support for weaved class being re-defined
***/

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/AbstractIndexedFileCacheBacking.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/WeavedClassCache.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/CacheBacking.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/CachedClassReference.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/GeneratedCachedClassHandler.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/AbstractFileCacheBacking.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/DefaultFileCacheBacking.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/cache/AbstractCacheBacking.java
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* Contributors:
*   Wes Isberg   initial implementation
*   Andy Clement   fleshed out to match SuppressWarnings
* **/

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/SuppressAjWarnings.java
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*   (Andy Clement)
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/ShadowMatch.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/ReflectionVar.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/JoinPointMatchImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/PointcutBasedPerClauseImpl.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/PointcutBasedPerClause.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/DeclareErrorOrWarningImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/AjType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/AdviceImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/PerClauseKind.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/AdviceKind.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcPrivileged.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/DeclareParents.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcDeclareAnnotation.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/JoinPointSignatureIterator.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/ShadowMatchImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/DefaultMatchingContext.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/TypePatternBasedPerClause.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/JoinPointMatch.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/ReflectionShadow.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/StandardShadow.java

* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/TypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/TypeVariablePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/InterTypeConstructorDeclaration.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/internal/tools/MatchingContextBasedTest.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/TypeVariablePatternList.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/InterTypeMethodDeclarationImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/GenericSignatureInformationProvider.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/PointcutExpressionImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/context/ContextFormatter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/Java15ReflectionBasedReferenceTypeDelegate.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcDeclareParents.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/DeclareAnnotation.java
* /aspectjweaver-1-9-19-sources-
jar/org/aspectj/weaver/patterns/HasThisTypePatternTriedToSneakInSomeGenericOrParameterizedTypePatternMatchingStuffAnywhereVisitor.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/StandardShadowMatchImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/bridge/context/ContextToken.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/MatchingContext.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/PointcutDesignatorHandler.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/HasMemberTypePatternFinder.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcDeclarePrecedence.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/TypeVariableReference.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/annotation/DeclareWarning.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/DeclarePrecedence.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/TypePatternBasedPerClauseImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ScopeWithTypeVariables.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/PointcutExpression.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/MissingResolvedTypeWithKnownSignature.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/Advice.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/UnsupportedPointcutPrimitiveException.java
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/aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/JoinPointSignature.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/DeclareErrorOrWarning.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/ReflectionBasedReferenceTypeDelegateFactory.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/TypePatternImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcDeclareEoW.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/ContextBasedMatcher.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/InterTypeConstructorDeclarationImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/InterTypeMethodDeclaration.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/InterTypeDeclarationImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/PointcutImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/PointcutParameter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/SignaturePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/internal/tools/PointcutDesignatorHandlerBasedPointcut.java

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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/DeclareSoftImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/DeclareParentsImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/PerClauseImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/StringToType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/AjTypeSystem.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/DeclareSoft.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/PerClause.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/DeclarePrecedenceImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/NoSuchAdviceException.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/AbstractPatternNodeVisitor.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/Java14GenericSignatureInformationProvider.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/DeclareAnnotationImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/annotation/ajcDeclareSoft.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/AjTypeImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/lang/reflect/InterTypeFieldDeclaration.java
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/aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/bcel/BcelGenericSignatureToTypeXConverter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/SignaturePatternImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/reflect/ReflectionBasedReferenceTypeDelegate.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/internal/lang/reflect/InterTypeFieldDeclarationImpl.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/PointcutExpression.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/AndAnnotationTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/AnnotationTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/PointcutRewriter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/PointcutEvaluationExpenseComparator.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WithinCodeAnnotationPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/internal/tools/StandardPointcutExpressionImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/PointcutPrimitive.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/NotAnnotationTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/AnnotationPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WithinAnnotationPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/AnnotatedElement.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/internal/tools/TypePatternMatcherImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/StandardPointcutExpression.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/BindingAnnotationTypePattern.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/tools/TypePatternMatcher.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ExactAnnotationTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/WildAnnotationTypePattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/BindingPattern.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/internal/tools/PointcutExpressionImpl.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ThisOrTargetAnnotationPointcut.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/weaver/patterns/ArgsAnnotationPointcut.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/NestMembers.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/FieldGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/StackMapType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Unknown.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/FieldOrMethod.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ArrayType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantMethodType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/LineNumberGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/BasicType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantDynamic.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/NestHost.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/LocalVariableTable.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/StackMap.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/FieldGenOrMethodGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/ThreadLocalAwareRepository.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ExceptionTable.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/BranchHandle.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/RET.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionTargeter.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/IINC.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionShort.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantMethodHandle.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantClass.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionCP.java
*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionConstants.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/MULTIANEWARRAY.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/Repository.java

* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/LineNumberTable.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantNameAndType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantLong.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/LineNumber.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/ClassLoaderReference.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/BootstrapMethods.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ReferenceType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionList.java
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/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ObjectType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Node.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Constant.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/JavaClass.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/DefaultClassLoaderReference.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantCP.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantMethodref.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/TABLESWITCH.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/CodeExceptionGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InvokeDynamic.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Utility.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantFieldref.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstVisitor.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantObject.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Modifiers.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/INVOKEINTERFACE.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionHandle.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantInterfaceMethodref.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionLV.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/Instruction.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/SyntheticRepository.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Method.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantInvokeDynamic.java
*
/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/TargetLostException.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ClassGenException.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/StackMapEntry.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantPool.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Field.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Deprecated.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/SourceFile.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantInteger.java
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/aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/ByteSequence.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/InnerClasses.java

* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InstructionSelect.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/ClassLoaderRepository.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/FieldInstruction.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/Code.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/InnerClass.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/FieldOrMethod.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ReturnaddressType.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/InvokeInstruction.java
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*
 /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/util/NonCachingClassLoaderRepository.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/Type.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantValue.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantFloat.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/ClassGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/MethodGen.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/generic/SwitchBuilder.java
* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/SimpleConstant.java
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* /aspectjweaver-1-9-19-sources-jar/org/aspectj/apache/bcel/classfile/ConstantDouble.java
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1.523 netty-codec-smtp 4.2.7.Final

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/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/DefaultSmtpContent.java/*
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/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/DefaultSmtpResponse.java/*
/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/LastSmtpContent.java/*
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/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/SmtpRequestEncoder.java/*
/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/SmtpRequests.java/*
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/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/SmtpResponseDecoder.java/*
/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/SmtpUtils.java/*
/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/io/netty/handler/codec/smtp/package-info.java/*
/opt/cola/permits/2708451577_1765177777.9144063/0/netty-codec-smtp-4-2-7-final-sources-jar/module-info.yml#

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1.524 truststore 0.10.0

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1.525 golang-genproto 0.0.0-20240228224816-df926f6c8641

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1.526 netty-codec-xml 4.2.5.Final

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1.527 activation-api 2.1.0

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1.528 jaxb-core 4.0.2

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1.529 doxia-logging-api 1.1.2

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1.531 postgre-sql 42.5.5

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1.532 jetty 12.0.25

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1.533 jackson-jr-annotation-support 2.14.2

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1.534 jackson 2.16.0

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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This is a Java port of Daniel Lemire's fast_float project.
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1.538 commons-dbcp 1.2.2

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1.539 vertx-grpc 4.5.9

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* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/ModelDependencyProvider.java

* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/ModelProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/Maps.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/CodeGenGenericTypeNamingStrategy.java
*
 /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/Collections.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/PojoPropertyBuilderFactory.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultTypeNameProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/BeanPropertyDefinitions.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/field/FieldModelProperty.java
* /springfox-schema-3-0-0-sources-
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* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/ModelSpecificationProvider.java
* /springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/bean/ParameterModelProperty.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/ModelProperty.java
*
 /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/BeanPropertyNamingStrategy.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/SchemaPluginsManager.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultGenericTypeNamingStrategy.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/configuration/ModelsConfiguration.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/ModelPropertiesProvider.java
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* /springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/CachingModelPropertiesProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/Accessors.java
*

/springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/ModelReferenceProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/BeanModelProperty.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/ResolvedTypes.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/bean/AccessorsProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/FactoryMethodProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/field/FieldProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/Annotations.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelSpecificationProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/DefaultModelDependencyProvider.java
*
/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/OptimizedModelPropertiesProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/TypeNameExtractor.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/CachingModelProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/CachingModelDependencyProvider.java
* /springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/ObjectMapperBeanPropertyNamingStrategy.java
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* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/JacksonJsonViewProvider.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/TypeNameIndexingAdapter.java
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* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/XmlModelPlugin.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/PropertyDiscriminatorBasedInheritancePlugin.java
*
 /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/XmlPropertyPlugin.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/JacksonXmlModelPlugin.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/plugins/JsonIgnorePropertiesModelPlugin.java
* /springfox-schema-3-0-0-sources-jar/springfox/documentation/schema/property/JacksonXmlPropertyPlugin.java

1.544 log4j-jul 2.24.3

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1.545 netty-transport-native-epoll 4.2.5.Final

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/opt/cola/permits/2616834116_1758691553.1469092/0/netty-transport-native-io-uring-4-2-5-final-sources-jar/syscall.c/*
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1.546 spring-js-resources 2.4.6.RELEASE

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1.550 stax 4.2.1

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1.551 protobuf-java-util 3.25.5

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1726689423746
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.25.5
Export-Package: com.google.protobuf.util;version="3.25.5";uses:="com.goo
gle.protobuf,javax.annotation"
Import-Package: com.google.common.base;version="[32.0,33)",com.google.co
mmon.io;version="[32.0,33)",com.google.common.math;version="[32.0,33)",
com.google.common.primitives;version="[32.0,33)",com.google.gson;versio
n="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobu
f,javax.annotation;version="[3.0,4)",sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool:
 Bnd-6.4.0.202211291949
Created-By: mergejars

Found in path(s):
* /protobuf-java-util-3-25-5-jar/META-INF/MANIFEST.MF

1.552 snake-yaml 2.0

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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
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*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: <a href="http://www.source-code.biz/base64coder/java/">www.
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1.554 inspektr-common 1.0.0.GA

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* /inspektr-common-1-0-0-ga-sources-jar/com/github/inspektr/common/spi/DefaultClientInfoResolver.java
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/inspektr-common-1-0-0-ga-sources-jar/com/github/inspektr/common/spi/ClientInfoResolver.java
* /inspektr-common-1-0-0-ga-sources-jar/com/github/inspektr/common/web/ClientInfoHolder.java
* /inspektr-common-1-0-0-ga-sources-jar/com/github/inspektr/common/spi/PrincipalResolver.java

1.555 etcd 3.5.16

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1.557 ehcache 2.10.6

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Manifest-Version: 1.0
Bnd-LastModified: 1655327979490
Build-Jdk: 11.0.15
Built-By: fabian
Bundle-Description: Collectors of data from Java Hotspot.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient Hotspot
Bundle-SymbolicName: io.prometheus.simpleclient_hotspot
Bundle-Version: 0.16.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client.hotspot;uses:="io.prometheus.client
";version="0.16.0"
Import-Package: com.sun.management,io.prometheus.client;version="[0.16,1
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1.560 micrometer-registry-prometheus 1.10.6

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1.561 jaxb-core 2.3.3

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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.563 jax-ws-api 2.3.1

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1.564 activemq-pool 6.1.7

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1.565 jakarta-xml-ws-api 3.0.0

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1.566 httpcomponents-core 5.2.5

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1.567 jackson-jaxrs 2.19.2

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* /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/migrate.html
* /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/info.html
* /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/changes.html

*
 /flyway-core-9-21-0-sources-jar/assets/report/upgradeTabs/dryrun.html
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* /flyway-core-9-21-0-sources-jar/assets/report/upgradeTabs/drift.html
* /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/code.html
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* /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/migrate.html
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ConfigurationValidator.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/TelemetryPlugin.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeConnection.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Type.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/ParsedSqlStatement.java
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jar/org/flywaydb/core/internal/license/FlywayEditionUpgradeRequiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/log4j2/Log4j2LogCreator.java

*
/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/InsertRowLock.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2DatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/Scanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/JavaMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ExecutionTemplate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/StringUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/ValidateOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/MigrationResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseGuard.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/ResolvedEnvironment.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/UndoOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/s3/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BomFilter.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/ParserContext.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Token.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/DataUnits.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ErrorImpl.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlStatement.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/CleanModePlugin.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/FlywaySqlScriptException.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/ResourceName.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/filesystem/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FeatureDetector.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/ChecksumMatcher.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/package-info.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PlaceholderReplacingReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/ClassicConfiguration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEParser.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ResourceType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/StopWatch.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/Location.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineJavaMigration.java

* /flyway-core-9-21-0-sources-
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/VersionPrinter.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/buffered/BufferedLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/TokenType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/apachecommons/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/DefaultCallbackExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbMigrate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/classpath/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Parser.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbBaseline.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/IOUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/JsonUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/AbbreviationUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/DateUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANATable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PeekingReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ClassPathScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ExecutionTemplateFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ResourceTypeProvider.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CommandExtensionUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FingerprintUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ConfigUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANAConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/LogCreator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/ResourceNameValidator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANADatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScript.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/strategy/BackoffStrategy.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/LogFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/ResourceNameCache.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ClassPathLocationScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ErrorDetails.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/TestContainersDatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/multi/MultiLogger.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/AsciiTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CompositeResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Connection.java
* /flyway-core-9-21-0-sources-

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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResultJsonBase.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ClassProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoServiceImpl.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/Delimiter.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/Context.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/PluginMetadata.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Statement.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ChecksumCalculator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/NoopCallbackExecutor.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/CommandExtension.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayMissingLicenseKeyException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/Configuration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CloseableIterator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Table.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HoldingResult.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineResolvedMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/pattern/ValidatePattern.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PositionTracker.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseInfo.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/ConfigurationModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/FlywaySqlException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/CallbackExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/OsgiClassPathLocationScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/SchemaHistory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/TableLockingExecutionTemplate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Table.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Warning.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/NoopResourceProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbInfo.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/TimeFormat.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/PlainExecutionTemplate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/TomlUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/Context.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/JavaMigrationExecutor.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/json/HtmlResultDeserializer.java
* /flyway-core-9-21-0-sources-
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/DefaultUrlResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineAppliedMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/RowMapper.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BomStrippingReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbRepair.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/resolvers/PropertyResolverContext.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANADatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ResolvedMigrationImpl.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeParser.java
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/flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/Resource.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/DefaultSqlMigrationExecutorFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/UrlResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayRedgateLicenseKeyException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/LoadableResource.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Recorder.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateHtmlRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/s3/AwsS3Resource.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HtmlResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBDatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/package-info.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/AppliedMigrationAttributes.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/JdbcTableSchemaHistory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/multi/MultiLogCreator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CollectionsUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteConnection.java

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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/Pair.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/FixedJavaMigrationResolver.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PositionTrackingReader.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/ErrorOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/ExternalAuthPropertiesProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/ExternalAuthFileReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/package-info.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeDatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/MigrationExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseRgDomainChecker.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/Result.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/DriverDataSource.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/SchemaHistoryFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Database.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixSchema.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResultBase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/RootTelemetryModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/SqlCallable.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayInvalidLicenseKeyException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/FlywayTelemetryManager.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/strategy/RetryStrategy.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/BaseJavaMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/cloud/CloudScanner.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/jboss/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/SimpleContext.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/NoopCallback.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteDatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoImpl.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/BaseCallback.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/HtmlRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/filesystem/FileSystemResource.java
*
 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationParameter.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/EnvironmentModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Context.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2DatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/BaseDatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/TransactionalExecutionTemplate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DatabaseExecutionStrategy.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/S3ClientFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/SchemaModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/package-info.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Table.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTrialExpiredException.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/html/HoldingTabMetadata.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BooleanEvaluator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CleanResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/ParserSqlScript.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcConnectionFactory.java
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 /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FlywayDbWebsiteLinks.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Event.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/cloud/s3/AwsS3Scanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/DbClean.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/postgres/PgpassFileReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/CoreMigrationType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/JavaUtilLogCreator.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoContext.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationInfo.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/log4j2/Log4j2Log.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/InfoTelemetryModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBDatabase.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/ValidatePatternUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/Flyway.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/buffered/BufferedLogCreator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/package-info.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayExpiredLicenseKeyException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineMigrationType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationVersion.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/WarningImpl.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Callback.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/exception/FlywayValidateException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/Edition.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/package-info.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTeamsUpgradeRequiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/DashboardRenderer.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlStatementIterator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/Locations.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/CoreResourceTypeProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineResourceTypeProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateErrorResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HoldingRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/SqlMigrationResolver.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Type.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationPattern.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/SqlMigrationExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASETable.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/UnboundedReadAheadReader.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/DefaultSqlScriptExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBSchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/StringResource.java
*
/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/RgDomainChecker.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Database.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/SchemaObject.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/clazz/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/FlywayModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/HtmlReportSummary.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/resolvers/PropertyResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/SqlScriptCallbackFactory.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/JavaUtilLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/EventTelemetryModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/html/HtmlReportGenerator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Function.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Parser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/slf4j/Slf4jLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/ExceptionUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Statement.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/RecordingReader.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/ParsingContext.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/MergeUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/plugin/PluginRegister.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANASchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/CleanModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptMetadata.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/FluentConfiguration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbValidate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationInfoService.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/UndoResult.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/RepairResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/ReportDetails.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/FlywayException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/json/CompositeResultDeserializer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/EvolvingLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DefaultExecutionStrategy.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/TransactionalModel.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/FlywayExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Connection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateOutput.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/FlywayDbUpgradeRequiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASESchema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixTable.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ListDeserializer.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/jboss/JBossVFSv2UrlResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoHtmlRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/BaselineResult.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/ObjectMapperFactory.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/json/InfoResultDeserializer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/HtmlUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/StatementInterceptor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Error.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationState.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/package-info.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEDatabase.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/proprietaryStubs/CommandExtensionStub.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Schema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Connection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/LocationScannerCache.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/SqlMigrationExecutorFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DatabaseTypeRegister.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineMigrationResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Parser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/clazz/NoopClassProvider.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/CleanExecutor.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Schema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/resolvers/EnvironmentResolver.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/BaseAppliedMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteDatabase.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/ResolvedMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTeamsUpgradeMessage.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/Log.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/LocalDateTimeSerializer.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/MigrationInfoHelper.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CommandResultFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ResolvedMigrationComparator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayTrialExpiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/Results.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/RepairOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/slf4j/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Function.java
* /flyway-core-9-21-0-sources-
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoDumper.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/MigrationType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FileUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HtmlTableRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ResourceProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutorFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationExtension.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/apachecommons/ApacheCommonsLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/classpath/ClassPathResource.java
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 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ResourceAndClassScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Database.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Schema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftDatabaseType.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyDatabaseType.java
* /flyway-core-9-21-0-sources-
jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBRetryingStrategy.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbySchema.java
*
 /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/Plugin.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/ClasspathClassScanner.java

* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBTable.java
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* /flyway-core-9-21-0-sources-jar/assets/report/report.css

1.569 rfc8528-model-api 7.0.7

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* /rfc8528-model-api-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/rfc8528-model-api/pom.xml
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* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/MountPointStatement.java
* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/package-info.java
* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/SchemaMountStatements.java
* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/MountPointSchemaNode.java
* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/MountPointEffectiveStatement.java
* /rfc8528-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc8528/model/api/SchemaMountConstants.java

1.570 grpc-netty 1.70.0

1.570.1 Available under license :

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1.571 hikaricp 5.1.0

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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTrackerFactory.java
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Found in path(s):

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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/UtilityElf.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyStatement.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/PropertyElf.java
*
 /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariPoolMXBean.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyCallableStatement.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyPreparedStatement.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariConfigMXBean.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleMetricsTrackerFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariDataSource.java
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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleHealthChecker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/PoolEntry.java
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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/DriverDataSource.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyConnection.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/FastList.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyResultSet.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java
*
 /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/SuspendResumeLock.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyLeakTaskFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/ConcurrentBag.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariConfig.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyLeakTask.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyFactory.java
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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/MetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodaHaleMetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/MetricsTrackerFactory.java
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1.572 jzlib 1.1.3

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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflater.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/DeflaterOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZOutputStream.java
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*
/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InflaterInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPException.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/CRC32.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfBlocks.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Checksum.java
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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStream.java
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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStreamException.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/StaticTree.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfTree.java

1.573 dlintw-goconf 0.0.0-20120228082610-dcc070983490

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1.575 alpine-keys 2.6-r0

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/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-tar.c/* abuild-tar.c - A TAR mangling utility for .APK packages
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild.in#!/bin/sh
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1.577 sarama 1.43.3

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1.578 snappy-java 1.1.10.4

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Manifest-Version: 1.0
Bnd-LastModified: 1695510918634
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8
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Bundle-Version: 1.1.10.4
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Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
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Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.4
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 snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.4
Tool: Bnd-5.1.2.202007211702

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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/stream/Optional.java
*
/expressly-6-0-0-sources-jar/org/glassfish/expressly/stream/StreamELResolver.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstSemiColon.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/Node.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/lang/FunctionMapperImpl.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstIdentifier.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstEmpty.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstNotEqual.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/MethodExpressionImpl.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstMinus.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstInteger.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstFunction.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstDynamicExpression.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/util/ReflectionUtil.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstDeferredExpression.java

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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstListData.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstLambdaExpression.java
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/expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/TokenMgrError.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstBracketSuffix.java
* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstEqual.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstLessThan.java
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* /expressly-6-0-0-sources-jar/org/glassfish/expressly/parser/AstDotSuffix.java
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1.582 jetty-session 12.0.25

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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/package-info.java//

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1.583 junit-jupiter-api 5.12.2

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1.584 mxparser 1.2.2

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*/
```

Found in path(s):

* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/BasicAuthFactory.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/ExamplesMapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/OAuth2AuthFactory.java
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* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/InheritanceDeterminer.java
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Found in path(s):
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/SerializableParameterFactories.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/EnumMapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/ApiKeyAuthFactory.java
*
 /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/configuration/Swagger2JacksonModule.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/ParameterMapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/VendorExtensionsMapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/ServiceModelToSwagger2Mapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/ModelMapper.java
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* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/web/Swagger2ControllerWebFlux.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/web/Swagger2ControllerWebMvc.java
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jar/springfox/documentation/swagger2/annotations/EnableSwagger2WebFlux.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/annotations/EnableSwagger2.java
* /springfox-swagger2-3-0-0-sources-
jar/springfox/documentation/swagger2/mappers/SerializableParameterFactory.java
*
 /springfox-swagger2-3-0-0-sources-
jar/springfox/documentation/swagger2/annotations/EnableSwagger2WebMvc.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/LicenseMapper.java
* /springfox-swagger2-3-0-0-sources-jar/springfox/documentation/swagger2/mappers/SecuritySchemeFactory.java

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/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/AddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/AddressResolverGroup.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/CompositeNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/DefaultNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntries.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntriesProvider.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-

jar/io/netty/resolver/HostsFileParser.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/InetNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/NameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/NoopAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/RoundRobinInetAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/SimpleNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/package-info.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.591 netty-codec-dns 4.2.5.Final

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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsOptPseudoRrRecord.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQuery.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponse.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRecordDecoder.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsMessage.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsMessageUtil.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsOptEcsRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsOptPseudoRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsPtrRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsQuery.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsQueryEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsQuestion.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsRawRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsRecordDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsRecordEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsRecordType.java/*

/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsResponse.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsResponseCode.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsResponseDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsSection.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/TcpDnsQueryDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/TcpDnsQueryEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/TcpDnsResponseDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/TcpDnsResponseEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/package-info.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/module-info.yml#

Found
in path(s):
*
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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-codec-dns-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-dns/pom.xml

1.592 mockito 3.3.3

1.592.1 Available under license :

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1.600 xerces-j 2.12.2

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1.601 jaxb-core 4.0.3

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Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/common-annotations-api

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1.605 javax-activation 1.1.1

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* /com-springsource-javax-activation-sources-1-1-1-jar/com/sun/activation/registries/LogSupport.java
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* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/FileDataSource.java
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* /com-springsource-javax-activation-sources-1-1-1-jar/com/sun/activation/registries/MimeTypeFile.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/MimeTypeParameterList.java
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* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/DataSource.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/DataContentHandlerFactory.java
* /com-springsource-javax-activation-sources-1-1-1-jar/com/sun/activation/registries/MailcapParseException.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/MailcapCommandMap.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/MimeType.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/DataContentHandler.java

* /com-springsource-javax-activation-sources-1-1-1-jar/com/sun/activation/viewers/ImageViewerCanvas.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/CommandInfo.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/CommandMap.java
*
/com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/SecuritySupport.java
* /com-springsource-javax-activation-sources-1-1-1-jar/com/sun/activation/registries/MailcapFile.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/URLDataSource.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/MimetypesFileTypeMap.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/UnsupportedDataTypeException.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/MimeTypeParseException.java
* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/CommandObject.java
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@(#)package.html 1.2 07/05/14

-->

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* /com-springsource-javax-activation-sources-1-1-1-jar/javax/activation/package.html

1.606 log4j-jul 2.20.0

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1.607 jinja 3.1.4

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

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(which makes passes at compilers) written
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Moe Ghoul, President of Vice
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Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0

```
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
```

```
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare
```

```
 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
```

```
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

```
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mini_sendmail - accept email on behalf of real sendmail

Copyright  1999,2015 by Jef Poskanzer <jef@mail.acme.com>.
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
```

```
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
```

```
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
```

```
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
```

```
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
```

```
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
```

```
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
```

```
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
```

```
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
```

```
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
```

```
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
```

```
 (head)->tqh_last = (elm)->field.tqe_prev;  \
*(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
```

```
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
```

```
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif
```

```
#define CIRCLEQ_HEAD(name, type)    \
struct name {       \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)    \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)     \
struct {       \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {     \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
```

```
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
```

```
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
```

```
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
```

flake8-copyright-0.2.4.tar.gz
"
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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
```

```
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
```

```
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
```

```
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
```

```
  name##_SPLAY(head, elm);   \
  SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 }       \
 return (elm);      \
 }       \
 return (NULL);       \
}        \
        \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
```

```
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
```

```
    (x) != NULL;    \
    (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)    \
struct name {    \
 struct type *rbh_root; /* root of the tree */  \
}

#define RB_INITIALIZER(root)    \
 {
 NULL }

#define RB_INIT(root) do {    \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)    \
struct {    \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {    \
 RB_PARENT(elm, field) = parent;    \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;    \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;    \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
```

```
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {	\
 (tmp) = RB_RIGHT(elm, field);	\
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }	\
 RB_AUGMENT(elm);	\
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else	\
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else	\
  (head)->rbh_root = (tmp);	\
 RB_LEFT(tmp, field) = (elm);	\
 RB_PARENT(elm, field) = (tmp);	\
 RB_AUGMENT(tmp);	\
 if ((RB_PARENT(tmp, field)))	\
  RB_AUGMENT(RB_PARENT(tmp, field));	\
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {	\
 (tmp) = RB_LEFT(elm, field);	\
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }	\
 RB_AUGMENT(elm);	\
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else	\
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else	\
  (head)->rbh_root = (tmp);	\
 RB_RIGHT(tmp, field) = (elm);	\
 RB_PARENT(elm, field) = (tmp);	\
 RB_AUGMENT(tmp);	\
 if ((RB_PARENT(tmp, field)))	\
  RB_AUGMENT(RB_PARENT(tmp, field));	\
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)	\
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)	\
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
```

```
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
```

```
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
```

```
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}       \
if
```

```
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
= child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
```

```
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
if (color == RB_BLACK)      \
 name##_RB_REMOVE_COLOR(head, parent, child);  \
return (old);       \
}        \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
```

```
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}         \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
```

```
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
```

```
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
```

```
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
```

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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

```
check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.612 jackson-xc 2.19.2

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Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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1.613 swagger-annotations-jakarta 2.2.9

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1.614 jettison 1.5.4

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1.615 pq 1.10.4

1.615.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

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

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

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

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

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

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
```

```
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

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

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1.616 hibernate-commons-annotations 5.1.2.Final

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1.622 servicemixspecsjsr311api 1.2.0

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers.

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FastDoubleParser

jackson-core bundles a shaded copy of FastDoubleParser <https://github.com/wrandelshofer/FastDoubleParser>.
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1.624 hibernate 5.6.7.Final

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```
*/
/**
  * Used to pass along the CDI BeanManager, if any, to be used.
  *
  * According to JPA, strictly, the BeanManager should be passed in
  * at boot-time and be ready for use at that time.  However not all
  * environments can do this (WildFly e.g.).  To accommodate such
  * environments, Hibernate provides 2 options:
  *
  *     * a proprietary CDI extension SPI (that we have proposed to
  *      the CDI spec group as a standard option) that can be used
  *      to provide delayed BeanManager access.  To use this solution,
  *      the reference passed as the BeanManager during bootstrap
  *      should be typed as {@link ExtendedBeanManager}
  *     * delayed access to the BeanManager
 reference.  Here, Hibernate
  *      will not access the reference passed as the BeanManager during
  *      bootstrap until it is first needed.  Note however that this has
  *      the effect of delaying any deployment problems until after
  *      bootstrapping.
  *
  * This setting is used to configure Hibernate ORM's access to
  * the BeanManager (either directly or via {@link ExtendedBeanManager}).
  */

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/*
```

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*
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* Includes ideas described in http://portal.acm.org/citation.cfm?id=1547428
*
*/
/**
* A hash table supporting full concurrency of retrievals and
* adjustable expected concurrency for updates. This class obeys the
* same functional specification as {@link java.util.Hashtable}, and
* includes versions of methods corresponding to each method of
* <tt>Hashtable</tt>. However, even though all operations are
* thread-safe, retrieval
 operations do <em>not</em> entail locking,
* and there is <em>not</em> any support for locking the entire table
* in a way that prevents all access.  This class is fully
* interoperable with <tt>Hashtable</tt> in programs that rely on its
* thread safety but not on its synchronization details.
* <p/>
* <p> Retrieval operations (including <tt>get</tt>) generally do not
* block, so may overlap with update operations (including
* <tt>put</tt> and <tt>remove</tt>). Retrievals reflect the results
* of the most recently <em>completed</em> update operations holding
* upon their onset.  For aggregate operations such as <tt>putAll</tt>
* and <tt>clear</tt>, concurrent retrievals may reflect insertion or
* removal of only some entries.  Similarly, Iterators and
* Enumerations return elements reflecting the state of the hash table
* at some point at or since the creation of the iterator/enumeration.
* They do <em>not</em> throw {@link java.util.ConcurrentModificationException}.
*
 However, iterators are designed to be used by only one thread at a time.
* <p/>
* <p> The allowed concurrency among update operations is guided by
* the optional <tt>concurrencyLevel</tt> constructor argument
* (default <tt>16</tt>), which is used as a hint for internal sizing.  The
* table is internally partitioned to try to permit the indicated
* number of concurrent updates without contention. Because placement
* in hash tables is essentially random, the actual concurrency will
* vary.  Ideally, you should choose a value to accommodate as many
* threads as will ever concurrently modify the table. Using a
```

```
* significantly higher value than you need can waste space and time,
* and a significantly lower value can lead to thread contention. But
* overestimates and underestimates within an order of magnitude do
* not usually have much noticeable impact. A value of one is
* appropriate when it is known that only one thread will modify and
* all others will only read. Also, resizing
 this or any other kind of
* hash table is a relatively slow operation, so, when possible, it is
* a good idea to provide estimates of expected table sizes in
* constructors.
* <p/>
* <p>This class and its views and iterators implement all of the
* <em>optional</em> methods of the {@link Map} and {@link Iterator}
* interfaces.
* <p/>
* <p>This class is copied from Infinispan, and was originally written
* by Doug Lea with assistance from members of JCP JSR-166 Expert Group and
* released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain</p>
* <p/>
* <p/>
* <p> Like {@link java.util.Hashtable} but unlike {@link HashMap}, this class
* does <em>not</em> allow <tt>null</tt> to be used as a key or value.
*
* @param <K> the type of keys maintained by this map
* @param <V> the type of mapped values
*
* @author Doug Lea
*/
```

Found in path(s):
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*/

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/GeneratedOrderByFragmentParser.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/sql/ordering/antlr/GeneratedOrderByFragmentRendererTokenTypes.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/OrderByTemplateTokenTypes.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/GeneratedOrderByFragmentRenderer.java
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header {
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*/
package org.hibernate.graph.internal.parse;
}

/**

```
* Antlr grammar describing the Hibernate EntityGraph Language.
*/
class GeneratedGraphParser extends Parser;

options {
   // call the vocabulary (H)ibernate (E)ntity(G)raph (L)anguage
 exportVocab=HEGL;

   k = 2;

// buildAST = true;
 buildAST = false;
}


{
 // ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
 // semantic actions/callouts

 protected void startAttribute(Token attributeName) {
 }

 protected void startQualifiedAttribute(Token attributeName, Token qualifier) {
 }

 protected void finishAttribute() {
 }

 protected void startSubGraph(Token subType) {
 }

 protected void finishSubGraph()
 {
 }
}


graph
 : attributeNode (COMMA attributeNode)*
 ;

attributeNode
 : attributePath (subGraph)? { finishAttribute(); }
 ;

attributePath
 : path:NAME (DOT qualifier:NAME)? {
  if ( qualifier == null ) {
```

```
  startAttribute( path );
 }
 else {
  startQualifiedAttribute( path, qualifier );
 }
}
;

subGraph
 : LPAREN (subtype:NAME COLON)? { startSubGraph( subtype ); } attributeNode (COMMA attributeNode )*
RPAREN {
 finishSubGraph();
}
;



// **** LEXER ************************************************************************

/**
* Lexer for the Hibernate EntityGraph Language grammar
*/
class GraphLexer extends Lexer;

options {
  // call the vocabulary (H)ibernate (E)ntity(G)raph (L)anguage
 exportVocab=HEGL;

  k = 2;

  // Allow any char but \uffff (16 bit -1, ANTLR's EOF character)
  charVocabulary = '\u0000'..'\ufffe';

 caseSensitive = false;
 testLiterals = false;
}

COLON: ':';

COMMA: ',';

DOT: '.';

LPAREN: '(';

RPAREN: ')';

WHITESPACE
```

```
:  (   ' '
 |
  '\t'
 |   '\r' '\n' { newline(); }
 |   '\n'      { newline(); }
 |   '\r'      { newline(); }
 )
 {$setType(Token.SKIP);} //ignore this token
;


/**
* In this grammar, basically any string since we (atm) have no keywords
*/
NAME
 : NAME_START ( NAME_CONTINUATION )*
 ;

protected
NAME_START
  :   '_'
  |   '$'
  |   'a'..'z'
  // HHH-558 : Allow unicode chars in identifiers
  //|    '\u0080'..'\ufffe'
  ;

protected
NAME_CONTINUATION
  :   NAME_START
  |   '0'..'9'
  ;
```

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 -->
```

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/criterion/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/classic/package.html

* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/access/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jdbc/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hibernate-mapping-4.0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/entity/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/package.html
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/entry/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_1_0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/classic/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/proxy/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_2_0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/action/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/function/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/pretty/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/transform/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/xsd/mapping/legacy-mapping-4.0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/hql/package.html
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/collection/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_2_1.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/antlr/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/xsd/cfg/legacy-configuration-4.0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/custom/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/mapping/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_1_0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/package.html
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/id/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/entity/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metadata/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/collection/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/hbm2ddl/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hibernate-configuration-4.0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/internal/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/exception/package.html
*

/hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_2_0.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_2_1.xsd
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/usertype/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/stat/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/criteria/package.html
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*/
// "proprietary" methods is better (this class is "proprietary" too).

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#
org.hibernate.jpa.HibernatePersistenceProvider

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*/
/**
* JTA platform implementation intended for use with WebSphere Application Server (WAS).
* <p/>
* WAS, unlike every other app server on the planet, does not allow direct access to the JTS TransactionManager.
* Instead, for common transaction-related tasks users must utilize a proprietary API known as
ExtendedJTATransaction.
* <p/>
* Even more unfortunate, the exact TransactionManagerLookup to use inside of WAS is highly dependent upon

* WAS version
* the WAS container in which Hibernate will be utilized
*
* <p/>
* This class is reported to work on WAS version 6 in any of the standard J2EE/Java EE component containers.
*
* @author Gavin
 King
* @author Jesper Udby
* @author Steve Ebersole
*/

Found in path(s):
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/WebSphereExtendedJtaPlatform.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/java/JdbcTimestampTypeDescriptor.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/DynamicUpdate.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/Mapping.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/identity/DB2390IdentityColumnSupport.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/mapping/Index.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/service/NullServiceException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/service/spi/SessionFactoryServiceRegistry.java
*
 /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/IdentifierProperty.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/proxy/ProxyFactory.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/procedure/UnknownSqlResultSetMappingException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/PropertyHolderBuilder.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/plan/build/spi/MetamodelDrivenLoadPlanBuilder.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/ArrayHelper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/schema/extract/spi/DatabaseInformation.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/UniqueConstraintHolder.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/JtaPlatformInitiator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/LockModeEnumMap.java
*
 /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/archive/spi/InputStreamAccess.java
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*/
/**
  * Subclass used to simply instantiation of singular attributes representing an entity's
  * version.
  */

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/convert/spi/EnumValueConverter.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/event/internal/CallbacksFactory.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/StandardCacheTransactionSynchronization.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/beans/container/spi/BeanLifecycleStrategy.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/beans/spi/ManagedBeanRegistryInitiator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/AbstractRegion.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/StorageAccess.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/spi/GraphHelper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/spi/SimpleTypeDescriptor.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/resource/beans/container/internal/JpaCompliantLifecycleStrategy.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/stat/CacheableDataStatistics.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/PersistentAttribute.java

* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/beans/container/internal/NoSuchBeanException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/package-info.java
*
 /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/cfg/internal/AbstractDomainDataCachingConfig.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/convert/spi/AutoApplicableConverterDescriptor.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/enhance/spi/interceptor/EnhancementAsProxyLazinessInterceptor.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/GraphSemantic.java
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1.625 yang-model-api 7.0.7

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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/type/UnknownTypeDefinition.java
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/DefaultMethodHelpers.java
* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/meta/DeclarationInFile.java
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* /yang-model-api-7-0-7-sources-
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/PathEffectiveStatement.java
* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/PrefixEffectiveStatement.java
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jar/org/opendaylight/yangtools/yang/model/api/stmt/FractionDigitsEffectiveStatement.java
* /yang-model-api-7-0-7-sources-
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/InputSchemaNode.java
* /yang-model-api-7-0-7-sources-jar/module-info.java
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/meta/package-info.java
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/MustStatement.java
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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/ModuleHeaderGroup.java
* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/ChoiceStatement.java

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* /yang-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/model/api/stmt/IfFeatureExpr.java
* /yang-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/model/api/stmt/compat/NotificationNodeContainerCompat.java
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1.632 driver-postgres 1.5.7

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1.633 go-xerial-snappy 0.0.0-20230731223053-c322873962e3

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1.634 jackson-datatype-jdk8 2.19.2

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1.635 jackson-jakarta-rs-json-provider 2.19.2

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1.636 grpc-api 1.70.0

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1.637 autocommand 2.2.2

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1.638 jaraco.text 3.12.1

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1.639 checker-qual 3.33.0

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1.640 python-certifi 2024.08.30

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

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

1.641 jackson-jaxrs-base 2.16.0

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1.642 utmps-libs 0.1.3.1-r0

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1.643 grpc-all 1.66.0

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1.644 netty-codec-marshalling 4.2.5.Final

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/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-

jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java/*
/opt/cola/permits/2616834214_1758692175.2473257/0/netty-codec-marshalling-4-2-5-final-sources-jar/module-info.yml#

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1.645 netty-codec-base 4.2.5.Final

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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/CodecException.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-

jar/io/netty/handler/codec/DateFormatter.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/MessageAggregator.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java/*
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jar/io/netty/handler/codec/ProtocolDetectionState.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/base64/package-info.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-

jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/serialization/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/string/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.646 netty-resolver-dns-native-macos 4.2.5.Final

1.646.1 Available under license :

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/opt/cola/permits/2616834226_1758691710.4471822/0/netty-resolver-dns-native-macos-4-2-5-final-sources-jar/dnsinfo.h/*

Found in path(s):
*

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/opt/cola/permits/2616834226_1758691710.4471822/0/netty-resolver-dns-native-macos-4-2-5-final-sources-jar/netty_resolver_dns_macos.c/*

Found in path(s):
* #endif /* __DNSINFO_H__ */
No license file was found, but licenses were detected in source scan.

<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-resolver-dns-native-macos-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-resolver-dns-native-macos/pom.xml

1.647 netty-codec-smtp 4.1.128.Final

1.647.1 Available under license :

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1.649 jetty 12.0.22

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 22
Implementation-Vendor: Eclipse Jetty Project
Implementation-Version: 12.0.22
SPDX-License-Identifier: EPL-2.0 OR Apache-2.0
url: https://jetty.org/
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Bundle-Copyright: Copyright (c) 1995 Mort Bay Consulting Pty Ltd and oth
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Bundle-Description: Jetty module for Core :: IO
Bundle-DocURL: https://jetty.org/
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Bundle-SymbolicName: org.eclipse.jetty.io
Bundle-Vendor: Eclipse Jetty Project
Bundle-Version: 12.0.22
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.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",or
g.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /jetty-zip/file.txt

1.650 lz4-java 0

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1.651 sizeof-agent 1.0.1

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1.652 lombok 1.18.24

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rzwitserloot/com.zwitserloot.cmdreader

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---

projectlombok/lombok.patcher

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1.653 aether-api 1.13.1

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```
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*******************************************************************************/

import java.util.Collection;
import java.util.Collections;
import java.util.Iterator;
import java.util.LinkedHashSet;
import java.util.List;

import org.sonatype.aether.RepositoryException;
import org.sonatype.aether.artifact.Artifact;
import org.sonatype.aether.graph.DependencyNode;
import org.sonatype.aether.version.VersionConstraint;

/**
* Thrown in case of an unsolvable conflict between different version constraints for a dependency.
*
* @author Benjamin Bentmann
*/
public class UnsolvableVersionConflictException
    extends RepositoryException
{

  private final Object dependencyConflictId;

  private final Collection<String> versions;

  private final Collection<List<DependencyNode>> paths;

  public UnsolvableVersionConflictException( Object dependencyConflictId, Collection<String> versions )
  {
      super( "Could not resolve version conflict for " + dependencyConflictId + " with requested versions "
          + toList( versions ) );
      this.dependencyConflictId = ( dependencyConflictId != null ) ? dependencyConflictId : "";
      this.versions = ( versions != null ) ? versions : Collections.<String> emptyList();
      this.paths = Collections.emptyList();
```

```
  }

  private static String toList( Collection<String> versions )
  {
    StringBuilder buffer = new StringBuilder( 256 );
    if ( versions != null )
    {
      for ( String version : versions )
      {
        if ( buffer.length() > 0 )

  {
          buffer.append( ", " );
        }
        buffer.append( version );
      }
    }
    return buffer.toString();
  }

  public UnsolvableVersionConflictException( Collection<List<DependencyNode>> paths, Object
dependencyConflictId )
  {
    super( "Could not resolve version conflict among " + toPaths( paths ) );
    this.dependencyConflictId = ( dependencyConflictId != null ) ? dependencyConflictId : "";
    if ( paths == null )
    {
      this.paths = Collections.emptyList();
      this.versions = Collections.emptyList();
    }
    else
    {
      this.paths = paths;
      this.versions = new LinkedHashSet<String>();
      for ( List<DependencyNode> path : paths )
      {
        VersionConstraint constraint = path.get( path.size() - 1 ).getVersionConstraint();
        if ( constraint != null && !constraint.getRanges().isEmpty() )

{
          versions.add( constraint.toString() );
        }
      }
    }
  }

  private static String toPaths( Collection<List<DependencyNode>> paths )
  {
```

```
    String result = "";

    if ( paths != null )
    {
        Collection<String> strings = new LinkedHashSet<String>();

        for ( List<DependencyNode> path : paths )
        {
            strings.add( toPath( path ) );
        }

        result = strings.toString();
    }

    return result;
  }

  private static String toPath( List<DependencyNode> path )
  {
    StringBuilder buffer = new StringBuilder( 256 );

    for ( Iterator<DependencyNode> it = path.iterator(); it.hasNext(); )
    {
        DependencyNode node = it.next();
        if ( node.getDependency() == null )
        {
            continue;
        }

        Artifact artifact = node.getDependency().getArtifact();
        buffer.append( artifact.getGroupId()
);
        buffer.append( ':' ).append( artifact.getArtifactId() );
        buffer.append( ':' ).append( artifact.getExtension() );
        if ( artifact.getClassifier().length() > 0 )
        {
            buffer.append( ':' ).append( artifact.getClassifier() );
        }
        buffer.append( ':' ).append( node.getVersionConstraint() );

        if ( it.hasNext() )
        {
            buffer.append( " -> " );
        }
    }

    return buffer.toString();
  }
```

```
  /**
   * Gets the conflict id of the dependency that encountered the version conflict.
   *
   * @return The conflict id, never {@code null}.
   */
  public Object getDependencyConflictId()
  {
     return dependencyConflictId;
  }

  /**
   * Gets the paths leading to the conflicting dependencies.
   *
   * @return The (read-only) paths leading to the conflicting dependencies, never {@code null}.
   */
  public Collection<List<DependencyNode>>
 getPaths()
  {
     return paths;
  }

  /**
   * Gets the conflicting version constraints of the dependency.
   *
   * @return The (read-only) conflicting version constraints, never {@code null}.
   */
  public Collection<String> getVersions()
  {
     return versions;
  }

}
package org.sonatype.aether.repository;

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*******************************************************************************/

/**
* A policy controlling access to a repository. <em>Note:</em> Instances of this class are immutable and the
exposed
* mutators return new objects rather than changing the current instance.
*
```

```
* @author Benjamin Bentmann
*/
public final class RepositoryPolicy
{

  /**
   * Never update locally cached data.
   */
  public static final String UPDATE_POLICY_NEVER = "never";

  /**
   * Always update locally cached data.
   */
  public static final String UPDATE_POLICY_ALWAYS = "always";

   /**
   * Update locally cached data once a day.
   */
  public static final String UPDATE_POLICY_DAILY = "daily";

  /**
   * Update locally cached data every X minutes as given by "interval:X".
   */
  public static final String UPDATE_POLICY_INTERVAL = "interval";

  /**
   * Verify checksums and fail the resolution if they do not match.
   */
  public static final String CHECKSUM_POLICY_FAIL = "fail";

  /**
   * Verify checksums and warn if they do not match.
   */
  public static final String CHECKSUM_POLICY_WARN = "warn";

  /**
   * Do not verify checksums.
   */
  public static final String CHECKSUM_POLICY_IGNORE = "ignore";

  private final boolean enabled;

  private final String updatePolicy;

  private final String checksumPolicy;

  /**
   * Creates a new policy with checksum warnings and daily update checks.
```

```
     */
    public RepositoryPolicy()
    {
        this( true, UPDATE_POLICY_DAILY, CHECKSUM_POLICY_WARN
);
    }

    /**
     * Creates a new policy with the specified settings.
     *
     * @param enabled A flag whether the associated repository should be accessed or not.
     * @param updatePolicy The update interval after which locally cached data from the repository is considered
stale
     *            and should be refetched, may be {@code null}.
     * @param checksumPolicy The way checksum verification should be handled, may be {@code null}.
     */
    public RepositoryPolicy( boolean enabled, String updatePolicy, String checksumPolicy )
    {
        this.enabled = enabled;
        this.updatePolicy = ( updatePolicy != null ) ? updatePolicy : "";
        this.checksumPolicy = ( checksumPolicy != null ) ? checksumPolicy : "";
    }

    /**
     * Indicates whether the associated repository should be contacted or not.
     *
     * @return {@code true} if the repository should be contacted, {@code false} otherwise.
     */
    public boolean isEnabled()
    {
        return
enabled;
    }

    /**
     * Sets the enabled flag for the associated repository.
     *
     * @param enabled {@code true} if the repository should be contacted, {@code false} otherwise.
     * @return The new policy, never {@code null}.
     */
    public RepositoryPolicy setEnabled( boolean enabled )
    {
        if ( this.enabled == enabled )
        {
            return this;
        }
        return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
    }
```

```
  /**
   * Gets the update policy for locally cached data from the repository.
   *
   * @return The update policy, never {@code null}.
   */
  public String getUpdatePolicy()
  {
     return updatePolicy;
  }

  /**
   * Sets the update policy for locally cached data from the repository. Well-known policies are
   * {@link #UPDATE_POLICY_NEVER}, {@link #UPDATE_POLICY_ALWAYS}, {@link
#UPDATE_POLICY_DAILY} and
   * {@link #UPDATE_POLICY_INTERVAL}
   *
   * @param updatePolicy The
 update policy, may be {@code null}.
   * @return The new policy, never {@code null}.
   */
  public RepositoryPolicy setUpdatePolicy( String updatePolicy )
  {
     if ( this.updatePolicy.equals( updatePolicy ) )
     {
        return this;
     }
     return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
  }

  /**
   * Gets the policy for checksum validation.
   *
   * @return The checksum policy, never {@code null}.
   */
  public String getChecksumPolicy()
  {
     return checksumPolicy;
  }

  /**
   * Sets the policy for checksum validation. Well-known policies are {@link #CHECKSUM_POLICY_FAIL},
   * {@link #CHECKSUM_POLICY_WARN} and {@link #CHECKSUM_POLICY_IGNORE}.
   *
   * @param checksumPolicy The checksum policy, may be {@code null}.
   * @return The new policy, never {@code null}.
   */
  public RepositoryPolicy setChecksumPolicy( String checksumPolicy )
```

```
  {
     if ( this.checksumPolicy.equals(
checksumPolicy ) )
     {
        return this;
     }
     return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
  }

  @Override
  public String toString()
  {
     StringBuilder buffer = new StringBuilder( 256 );
     buffer.append( "enabled=" ).append( isEnabled() );
     buffer.append( ", checksums=" ).append( getChecksumPolicy() );
     buffer.append( ", updates=" ).append( getUpdatePolicy() );
     return buffer.toString();
  }

  @Override
  public boolean equals( Object obj )
  {
     if ( this == obj )
     {
        return true;
     }

     if ( obj == null || !getClass().equals( obj.getClass() ) )
     {
        return false;
     }

     RepositoryPolicy that = (RepositoryPolicy) obj;

     return enabled == that.enabled && updatePolicy.equals( that.updatePolicy )
        && checksumPolicy.equals( that.checksumPolicy );
  }

  @Override
  public int hashCode()
  {
      int hash = 17;
     hash = hash * 31 + ( enabled ? 1 : 0 );
     hash = hash * 31 + updatePolicy.hashCode();
     hash = hash * 31 + checksumPolicy.hashCode();
     return hash;
  }
```

}

1.654 subzero-all 0.10

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* Project home: https://projects.eclipse.org/projects/ee4j.jaxws

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* https://github.com/jakartaee/jws-api
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1.657 netty-codec-classes-quic 4.2.5.Final

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<?xml version="1.0" encoding="UTF-8"?>

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/opt/cola/permits/2616834338_1758693739.261878/0/netty-codec-classes-quic-4-2-5-final-sources-jar/io/netty/handler/codec/quic/BoringSSL.java/*
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/opt/cola/permits/2616834338_1758693739.261878/0/netty-codec-classes-quic-4-2-5-final-sources-jar/io/netty/handler/codec/quic/SslEarlyDataReadyEvent.java/*
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/opt/cola/permits/2616834338_1758693739.261878/0/netty-codec-classes-quic-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):
*

1.658 jetty-security 12.0.25

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//

Found in path(s):
* /jetty-security-12-0-25-sources-jar/module-info.java
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/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/AbstractLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/AuthenticationState.java//
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/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/package-info.java//

Found
in path(s):
*

1.659 netty-transport-classes-kqueue 4.1.125.Final

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1.660 guava 33.3.1-jre

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1.661 python-setuptools 80.9.0

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The code contained in this directory was automatically generated using the
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python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins setuptools distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t distutils=setuptools/config/distutils.schema.json

Please avoid changing it manually.

You can report issues or suggest changes directly to `validate-pyproject`
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- https://github.com/abravalheri/validate-pyproject/issues

***

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- `fastjsonschema_exceptions.py`:
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- `__init__.py`
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***

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization

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1.662 statistics 1.0.2

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* Hosted at: https://github.com/classgraph/classgraph
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*
* Author: R. Kempees
*
* With contributions from @cpierceworld (#414)
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/reflection/StandardReflectionDriver.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/reflection/ReflectionDriver.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/CxfContainerClassLoaderHandler.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/Slice.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/PathSlice.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessArrayReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/ClassfileReader.java
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/classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessReader.java
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jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleReaderProxy.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodParameterInfo.java

* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/Resource.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/concurrency/SingletonMap.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassMemberInfo.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/LogNode.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/CallStackReader.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONArray.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ReferenceTypeSignature.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/ParseException.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ScanResultObject.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleRef.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/FastPathResolver.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/PackageInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/VersionFinder.java
* /classgraph-4-8-165-sources-2-
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementDir.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElement.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-165-sources-2-
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ModuleFinder.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ClassFields.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ObjectTypedValueWrapper.java

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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/StringUtils.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ArrayClassInfo.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/BaseTypeSignature.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/scanspec/ScanSpec.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassGraph.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementZip.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodInfoList.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassGraphClassLoader.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassRefTypeSignature.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxContextFinderClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeSignature.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/FieldInfoList.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/Parser.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationInfoList.java
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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/TypeUtils.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationParameterValueList.java
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* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassTypeSignature.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java

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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/CollectionUtils.java
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* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationParameterValue.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationEnumValue.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ClasspathOrder.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/recycler/Recycler.java
*
 /classgraph-4-8-165-sources-2-jar/io/github/classgraph/HierarchicalTypeSignature.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModulePathInfo.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeVariableSignature.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/InfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/URLPathEncoder.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/HasName.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ScanResult.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/reflection/ReflectionUtils.java
* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/OSGiDefaultClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/FieldTypeInfo.java
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 /classgraph-4-8-165-sources-2-jar/io/github/classgraph/FieldInfo.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationClassRef.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodInfo.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MappableInfoList.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementModule.java
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* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/CounterImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/CounterManager.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/Counter.java
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 /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledRateCounter.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/TimeStampedCounterValue.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/CircularLossyQueue.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledCounterImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledCounterConfig.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledRateCounterConfig.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/CounterManagerImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledRateCounterImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/counter/sampled/SampledCounter.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/OrMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/PersistJobDataAfterExecution.java
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 /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/NameMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/Matcher.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/GroupMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/TimeOfDay.java
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* /quartz-2-5-0-sources-jar/org/quartz/SchedulerConfigException.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/KeyMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/DailyTimeIntervalTrigger.java
* /quartz-2-5-0-sources-jar/org/quartz/JobExecutionException.java
* /quartz-2-5-0-sources-jar/org/quartz/CalendarIntervalScheduleBuilder.java
* /quartz-2-5-0-sources-jar/org/quartz/ListenerManager.java
* /quartz-2-5-0-sources-jar/org/quartz/SimpleScheduleBuilder.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/AndMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/MutableTrigger.java
* /quartz-2-5-0-sources-jar/org/quartz/CronScheduleBuilder.java
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 /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/DailyTimeIntervalTriggerPersistenceDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/EverythingMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/ExecuteInJTATransaction.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/triggers/CoreTrigger.java

* /quartz-2-5-0-sources-jar/org/quartz/CalendarIntervalTrigger.java
* /quartz-2-5-0-sources-jar/org/quartz/DailyTimeIntervalScheduleBuilder.java
* /quartz-2-5-0-sources-jar/org/quartz/CronTrigger.java
* /quartz-2-5-0-sources-jar/org/quartz/JobDetail.java
* /quartz-2-5-0-sources-jar/org/quartz/DisallowConcurrentExecution.java
* /quartz-2-5-0-sources-jar/org/quartz/JobExecutionContext.java
* /quartz-2-5-0-sources-jar/org/quartz/JobKey.java
* /quartz-2-5-0-sources-jar/org/quartz/TriggerKey.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/StringMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/matchers/NotMatcher.java
* /quartz-2-5-0-sources-jar/org/quartz/ScheduleBuilder.java
*
 /quartz-2-5-0-sources-jar/org/quartz/SimpleTrigger.java
* /quartz-2-5-0-sources-jar/org/quartz/TriggerBuilder.java
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* /quartz-2-5-0-sources-jar/org/quartz/simpl/SimpleThreadPool.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/triggers/AbstractTrigger.java
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* /quartz-2-5-0-sources-jar/org/quartz/core/SchedulerSignalerImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/JobDataMap.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/C3p0PoolingConnectionProvider.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/DriverDelegate.java
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* /quartz-2-5-0-sources-jar/org/quartz/spi/SchedulerPlugin.java

* /quartz-2-5-0-sources-jar/org/quartz/impl/SchedulerRepository.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/DBSemaphore.java
* /quartz-2-5-0-sources-jar/org/quartz/plugins/management/ShutdownHookPlugin.java
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* /quartz-2-5-0-sources-jar/org/quartz/simpl/InitThreadContextClassLoadHelper.java
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 /quartz-2-5-0-sources-jar/org/quartz/SchedulerContext.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/FiredTriggerRecord.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/StdRowLockSemaphore.java
* /quartz-2-5-0-sources-jar/org/quartz/SchedulerException.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/StdJDBCConstants.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/triggers/CronTriggerImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/WebLogicDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/TriggerListener.java
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* /quartz-2-5-0-sources-jar/org/quartz/spi/TriggerFiredBundle.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/JobExecutionContextImpl.java
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* /quartz-2-5-0-sources-jar/org/quartz/simpl/RAMJobStore.java
* /quartz-2-5-0-sources-jar/org/quartz/simpl/SimpleJobFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/MSSQLDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/JobPersistenceException.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/JobStoreSupport.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/QuartzServer.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/InstanceIdGenerator.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/PropertiesParser.java
* /quartz-2-5-0-sources-jar/org/quartz/InterruptableJob.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/StdJobRunShellFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/FindbugsSuppressWarnings.java
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* /quartz-2-5-0-sources-jar/org/quartz/plugins/xml/FileScanListener.java
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* /quartz-2-5-0-sources-jar/org/quartz/ee/jmx/jboss/QuartzService.java
* /quartz-2-5-0-sources-jar/org/quartz/ee/jta/UserTransactionHelper.java
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* /quartz-2-5-0-sources-jar/org/quartz/simpl/CascadingClassLoadHelper.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/Key.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/JobStoreCMT.java
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* /quartz-2-5-0-sources-jar/org/quartz/SchedulerFactory.java
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* /quartz-2-5-0-sources-jar/org/quartz/utils/JNDIConnectionProvider.java
* /quartz-2-5-0-sources-jar/org/quartz/SchedulerMetaData.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/PointbaseDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/ConnectionProvider.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/DBConnectionManager.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/NoSuchDelegateException.java
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/quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/JobStoreTX.java
* /quartz-2-5-0-sources-jar/org/quartz/Scheduler.java
* /quartz-2-5-0-sources-jar/org/quartz/StatefulJob.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/oracle/weblogic/WebLogicOracleDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/Calendar.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/JobDetailImpl.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/HikariCpPoolingConnectionProvider.java
* /quartz-2-5-0-sources-jar/org/quartz/core/JobRunShellFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/calendar/HolidayCalendar.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/SchedulerSignaler.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/JobFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/triggers/SimpleTriggerImpl.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/UpdateLockRowSemaphore.java
*
 /quartz-2-5-0-sources-jar/org/quartz/listeners/BroadcastJobListener.java
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* /quartz-2-5-0-sources-jar/org/quartz/plugins/SchedulerPluginWithUserTransactionSupport.java
* /quartz-2-5-0-sources-jar/org/quartz/listeners/JobListenerSupport.java
*
 /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/AttributeRestoringConnectionInvocationHandler.java
* /quartz-2-5-0-sources-jar/org/quartz/listeners/SchedulerListenerSupport.java
* /quartz-2-5-0-sources-jar/org/quartz/listeners/TriggerListenerSupport.java
* /quartz-2-5-0-sources-jar/org/quartz/ee/jmx/jboss/JBoss4RMIRemoteMBeanScheduler.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/SchedulerDetailsSetter.java
*
 /quartz-2-5-0-sources-jar/org/quartz/utils/ClassUtils.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/CronTriggerPersistenceDelegate.java

* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/CalendarIntervalTriggerPersistenceDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/jdbcjobstore/SimpleTriggerPersistenceDelegate.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/DefaultThreadExecutor.java
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* /quartz-2-5-0-sources-jar/org/quartz/impl/calendar/BaseCalendar.java
*
 /quartz-2-5-0-sources-jar/org/quartz/utils/DirtyFlagMap.java
* /quartz-2-5-0-sources-jar/org/quartz/ee/servlet/QuartzInitializerServlet.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/DirectSchedulerFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/JobStore.java
* /quartz-2-5-0-sources-jar/org/quartz/DateBuilder.java
* /quartz-2-5-0-sources-jar/org/quartz/core/QuartzSchedulerThread.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/StdSchedulerFactory.java
* /quartz-2-5-0-sources-jar/org/quartz/utils/PoolingConnectionProvider.java
* /quartz-2-5-0-sources-jar/org/quartz/ee/servlet/QuartzInitializerListener.java
* /quartz-2-5-0-sources-jar/org/quartz/impl/calendar/MonthlyCalendar.java
* /quartz-2-5-0-sources-jar/org/quartz/spi/ThreadPool.java

1.665 etcd-client-pkg 3.5.16

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1.666 cas-server-core 3.4.2

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/**
* Marker interface for credentials required to authenticate a principal.
* <p>
* The Credentials is an opaque object that represents the information a user
* asserts proves that the user is who it says it is. In CAS, any information
* that is to be presented for authentication must be wrapped (or implement) the
* Credentials interface. Credentials can contain a userid and password, or a
* Certificate, or an IP address, or a cookie value. Some credentials require
* validation, while others (such as container based or Filter based validation)
* are inherently trustworthy.
* <p>

* People who choose to implement their own Credentials object should take care that
* any toString() they implement does not accidentally
 expose confidential information.
* toString() can be called from various portions of the CAS code base, including logging
* statements, and thus toString should never contain anything confidential or anything
* that should not be logged.
*
* Credentials objects that are included in CAS do NOT expose any confidential information.
*
* @author William G. Thompson, Jr.
* @version $Revision: 1.2 $ $Date: 2007/01/22 20:35:26 $
* @since 3.0
*
* This is a published and supported CAS Server 3 API.
*
*/

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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/util/PrivateKeyFactoryBean.java
* /cas-server-core-3-4-2-sources-2-
jar/org/jasig/cas/authentication/principal/SimpleWebApplicationServiceImpl.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/util/CalendarUtils.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/support/RememberMeDelegatingExpirationPolicy.java
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jar/org/jasig/cas/authentication/handler/PrefixSuffixPrincipalNameTransformer.java
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jar/org/jasig/cas/authentication/principal/AbstractPersonDirectoryCredentialsToPrincipalResolver.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/services/ServicesManager.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/support/GoogleAccountsArgumentExtractor.java
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jar/org/jasig/cas/authentication/principal/RememberMeUsernamePasswordCredentials.java
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jar/org/jasig/cas/authentication/principal/RememberMeAuthenticationMetaDataPopulator.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/util/SamlUtils.java
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jar/org/jasig/cas/web/support/AbstractSingleSignOutEnabledArgumentExtractor.java
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 /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/services/JpaServiceRegistryDaoImpl.java
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jar/org/jasig/cas/authentication/handler/support/AbstractPreAndPostProcessingAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/DirectMappingAuthenticationManagerImpl.java
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jar/org/jasig/cas/authentication/principal/ShibbolethCompatiblePersistentIdGenerator.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/util/PublicKeyFactoryBean.java
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* /cas-server-core-3-4-2-sources-2-
jar/org/jasig/cas/authentication/principal/UsernamePasswordCredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/util/RandomStringGenerator.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/validation/Assertion.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/CentralAuthenticationServiceImpl.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/ServiceValidateController.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/init/SafeContextLoaderListener.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/Authentication.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/validation/AbstractCasProtocolValidationSpecification.java

* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/handler/BlockedCredentialsAuthenticationException.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/support/InMemoryThrottledSubmissionByIpAddressAndUsernameHandlerInterceptorAdapter.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/principal/CredentialsToPrincipalResolver.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/handler/UncategorizedAuthenticationException.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/support/HardTimeoutExpirationPolicy.java
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 /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/StatisticsController.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/handler/support/SimpleTestUsernamePasswordAuthenticationHandler.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/authentication/handler/AuthenticationHandler.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/validation/Cas20WithoutProxyingValidationSpecification.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/TicketValidationException.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/InvalidTicketException.java
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* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/TicketState.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/ticket/registry/RegistryCleaner.java

* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/remoting/server/RemoteCentralAuthenticationService.java
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va
* /cas-server-core-3-4-2-sources-2-
jar/org/jasig/cas/authentication/handler/BadUsernameOrPasswordAuthenticationException.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/services/UnauthorizedServiceException.java
* /cas-server-core-3-4-2-sources-2-jar/org/jasig/cas/web/flow/InitialFlowSetupAction.java

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* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/AtmosphereResourceFactory.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/WebSocketProtocol.java
*
 /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/WebSocketProtocolStream.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/inject/AtmosphereRequestIntrospector.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/SessionTimeoutSupport.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/Universe.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/WebSocketHandler.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/protocol/SimpleHttpProtocol.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/WebSocket.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/inject/AtmosphereProducers.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/websocket/WebSocketHandshakeFilter.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/SessionTimeoutRestorer.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/BroadcasterLifeCyclePolicyListenerAdapter.java
*
 /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/BroadcasterLifeCyclePolicyListener.java
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* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/util/uri/UriTemplate.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/util/uri/UriComponent.java
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/util/uri/UriPattern.java
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/**
   * All proprietary Comet based {@link Servlet} must invoke the suspended method when the first request comes
in.
   * The returned value, of type {@link Action}, tells the proprietary Comet {@link Servlet} to suspended or not
the
   * current {@link AtmosphereResponse}.
   *
   * @param request  the {@link AtmosphereRequest}
    * @param response the {@link AtmosphereResponse}
   * @return action the Action operation.
   */
/**
   * All proprietary Comet based {@link Servlet} must invoke the resume method when the Atmosphere's
application
   * decide to resume the {@link AtmosphereResponse}. The returned value, of type {@link Action}, tells the
   * proprietary Comet {@link Servlet} to resume (again), suspended or do nothing with the current {@link
AtmosphereResponse}.
   *
   * @param request  the {@link AtmosphereRequest}
   * @param response the {@link AtmosphereResponse}
   * @return action the Action operation.
   */
/**
   * All proprietary Comet based {@link Servlet} must invoke the timedout method when the underlying
WebServer time
   * out the {@link AtmosphereResponse}. The returned value, of type {@link Action}, tells the proprietary
   * Comet {@link Servlet} to resume (again), suspended or do nothing with the current {@link
AtmosphereResponse}.
   *

 * @param req the {@link AtmosphereRequest}
   * @param res the {@link AtmosphereResponse}
   * @return action the Action operation.
   */
/**
   * All proprietary Comet based {@link Servlet} must invoke the cancelled method when the underlying
WebServer
   * detect that the client closed the connection.
   *
```

```
    * @param req the {@link AtmosphereRequest}
    * @param res the {@link AtmosphereResponse}
    * @return action the Action operation.
    */
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*/
/**
    * Invoke the proprietary {@link AsyncSupport}.
    *
    * @param req
    * @param res
    * @return an {@link Action}
    * @throws IOException
    * @throws ServletException
    */
```

Found in path(s):
* /atmosphere-runtime-3-0-3-sources-1-jar/org/atmosphere/cpr/AtmosphereFramework.java
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1.674 jackson-databind 2.17.3

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1.679 byte-buddy 1.17.7

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1.680 netty-codec-redis 4.1.125.Final

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1.681 yang-parser-spi 7.0.7

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* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/CopyHistory.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/ImpPrefixToNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleNameToNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/CopyType.java
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 /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/SupportedFeaturesNamespace.java
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* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/BoundStmtCtxCompat.java
* /yang-parser-spi-7-0-7-sources-
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jar/org/opendaylight/yangtools/yang/parser/spi/meta/AbstractQNameStatementSupport.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/EffectiveStmtCtx.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/SchemaPathSupport.java
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jar/org/opendaylight/yangtools/yang/parser/spi/meta/AbstractInternedStatementSupport.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/meta/AbstractBooleanStatementSupport.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/RootStmtContext.java
* /yang-parser-spi-7-0-7-sources-jar/module-info.java
*
 /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/meta/AbstractSchemaTreeStatementSupport.java
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jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleQNameToModuleName.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/meta/SomeModifiersUnresolvedException.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/NamespaceToModule.java
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* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleCtxToModuleQName.java
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jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleNameToModuleQName.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/source/QNameToStatementDefinition.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/SourceException.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/meta/NamespaceNotAvailableException.java
*
/yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/StatementWriter.java
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jar/org/opendaylight/yangtools/yang/parser/spi/meta/ImportedNamespaceContext.java
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* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/source/IncludedSubmoduleNameToModuleCtx.java
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jar/org/opendaylight/yangtools/yang/parser/spi/source/StatementSourceReference.java
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jar/org/opendaylight/yangtools/yang/parser/spi/meta/InvalidSubstatementException.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleCtxToSourceIdentifier.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/NamespaceBehaviour.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/StatementSupport.java
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/yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/validation/ValidationBundlesNamespace.java
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jar/org/opendaylight/yangtools/yang/parser/spi/source/ImportPrefixToModuleCtx.java
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jar/org/opendaylight/yangtools/yang/parser/spi/meta/StatementDefinitionNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/FeatureNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/StatementSupportBundle.java
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*
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* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/ModuleNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/InferenceException.java
* /yang-parser-spi-7-0-7-sources-
jar/org/opendaylight/yangtools/yang/parser/spi/source/ModuleNamespaceForBelongsTo.java

* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/StatementStreamSource.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/MissingSubstatementException.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/BelongsToPrefixToModuleName.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/ModelActionBuilder.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/StmtContextUtils.java
*
/yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/source/QNameToStatementDefinitionMap.java
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* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/ReactorException.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/SubmoduleNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/StatementNamespace.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/StatementFactory.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/DerivedNamespaceBehaviour.java
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* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/validation/package-info.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/package-info.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/package-info.java
* /yang-parser-spi-7-0-7-sources-jar/org/opendaylight/yangtools/yang/parser/spi/meta/MutableStatement.java

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  https://mvnrepository.com/artifact/org.apache.maven/maven-compat/3.5.2

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 (3.5.2)

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* Source:
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*
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1.685 opentelemetry-sdk-trace 1.49.0

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The primary ANTLR guy:

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1.689 gojsonpointer 0.0.0-20190905194746-02993c407bfb

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1.693 jul-to-slf4j 2.0.17

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1.694 xpp 3.3.0

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1.695 netty-buffer 4.2.5.Final

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1.696 commons-collections 4.4

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1.697 grpc-netty 1.9.0

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* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/ClientTransportLifecycleManager.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/StreamIdHolder.java
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 /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/InternalHandlerSettings.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/InternalNettyServerBuilder.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/HandlerSettings.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/InternalNettyChannelBuilder.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/ForcefulCloseCommand.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/GrpcHttp2OutboundHeaders.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/AbstractHttp2Headers.java
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* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/SendResponseHeadersCommand.java
* /grpc-netty-1-9-0-sources-1-jar/io/grpc/netty/NegotiationType.java
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1.698 jctools-core 4.0.5

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Manifest-Version: 1.0
Bnd-LastModified: 1717253512851
Build-Jdk-Spec: 1.8
Bundle-Description: Java Concurrency Tools Core Library
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2
Bundle-Name: Java Concurrency Tools Core Library
Bundle-SymbolicName: org.jctools.core
Bundle-Version: 4.0.5
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: org.jctools.maps;version="4.0.5",org.jctools.util;vers
ion="4.0.5";uses:="sun.misc",org.jctools.queues;version="4.0.5",org.j
ctools.queues.atomic;version="4.0.5";uses:="org.jctools.queues",org.j
ctools.queues.atomic.unpadded;version="4.0.5";uses:="org.jctools.queu
es",org.jctools.queues.unpadded;version="4.0.5";uses:="org.jctools.qu
eues",org.jctools.counters;version="4.0.5"
Import-Package: sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
*
/jctools-core-4-0-5-6-jar/META-INF/MANIFEST.MF

1.699 jakarta-transaction-api 2.0.1

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/opt/cola/permits/2616834149_1758691810.626309/0/netty-handler-ssl-ocsp-4-2-5-final-sources-jar/io/netty/handler/ssl/ocsp/IoTransport.java/*
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*

1.701 jbossrmiapi 1.0.6.Final

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1.705 nats 1.33.1

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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

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

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

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

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/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/stream/package-info.java/*
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/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficShapingHandler.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/traffic/package-info.java/*
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/module-info.yml#

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
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1.710 netty-codec-mqtt 4.2.5.Final

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<?xml version="1.0" encoding="UTF-8"?>

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* /netty-codec-mqtt-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-mqtt/pom.xml
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/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnAckVariableHeader.java/*
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jar/io/netty/handler/codec/mqtt/MqttConnectMessage.java/*
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/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdAndPropertiesVariableHeader.java/*
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/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttPublishMessage.java/*
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/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubAckMessage.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-

jar/io/netty/handler/codec/mqtt/MqttSubAckPayload.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribeMessage.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribePayload.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscriptionOption.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttTopicSubscription.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnacceptableProtocolVersionException.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubAckMessage.java/*
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/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/io/netty/handler/codec/mqtt/package-info.java/*
/opt/cola/permits/2616834387_1758692149.1891565/0/netty-codec-mqtt-4-2-5-final-sources-jar/module-info.yml#

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*

1.711 cxf-rt-frontend-jaxrs 2.7.18

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 _##  SNMP4J - MessageDispatcherImpl.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/tools/console/LogControl.java
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 _##  SNMP4J - PrivAES.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/PrivAES.java
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 _##  SNMP4J - PDUFactory.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/TlsTmSecurityCallback.java
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 _##  SNMP4J - SubIndexInfo.java
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 _##  SNMP4J - DHGroups.java
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 _##  SNMP4J - BERInputStream.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/asn1/BERInputStream.java
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 _##  SNMP4J - TreeUtils.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/util/TreeUtils.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/util/SchedulerTask.java
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 _##  SNMP4J - AuthSHA2.java
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 _##  SNMP4J - PrivAES256With3DESKeyExtension.java
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 _##  SNMP4J - TLSTMExtendedTrustManagerFactory.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/TLSTMExtendedTrustManagerFactory.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/util/SimpleVariableTextFormat.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/Variable.java
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 _##  SNMP4J - AuthHMAC256SHA384.java
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 _##  SNMP4J - AuthMD5.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/util/RetrievalEvent.java
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 _##  SNMP4J - DecryptParams.java
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 _##  SNMP4J - AssignableFromString.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/AssignableFromString.java
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```

Found in path(s):
* /snmp4j-3-7-7-sources-jar/org/snmp4j/tools/console/SnmpCommand.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - MessageLength.java
 _##
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Found in path(s):
* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/MessageLength.java
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```
/*_##########################################################################
 _##
 _##  SNMP4J - DefaultUdpTransportMapping.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/DefaultUdpTransportMapping.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/TlsTmSecurityCallbackProxy.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/Null.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/MaxAccess.java
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 _##  SNMP4J - SNMP4JSettings.java
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```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/SNMP4JSettings.java
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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>org.snmp4j</groupId>
  <artifactId>snmp4j</artifactId>
  <packaging>jar</packaging>
  <version>3.7.7</version>
  <properties>
     <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
     <project.build.resourceEncoding>UTF-8</project.build.resourceEncoding>
  </properties>
  <name>SNMP4J</name>
  <description>SNMP API for Java</description>
  <url>https://snmp4j.org</url>
  <developers>
     <developer>
        <name>Frank Fock</name>
        <email>fock@agentpp.com</email>
        <organization>AGENTPP</organization>
        <organizationUrl>https://agentpp.com</organizationUrl>
     </developer>
  </developers>
   <scm>
 <url>scm:git:git@snmp.app:snmp4j.git</url>
     <developerConnection>scm:git:git@snmp.app:snmp4j.git</developerConnection>
  </scm>
  <licenses>
     <license>
        <name>Apache 2</name>
        <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
```

```
      <distribution>repo</distribution>
    </license>
  </licenses>
  <organization>
    <name>SNMP4J.org</name>
    <url>https://snmp4j.org</url>
  </organization>
  <profiles>
    <profile>
      <id>default</id>
      <distributionManagement>
        <downloadUrl>https://snmp.app/dist</downloadUrl>
        <repository>
          <uniqueVersion>false</uniqueVersion>
          <id>oosnmpRepo</id>
          <name>snmp.app Repository</name>
          <url>dav:https://snmp.app/dist/release</url>
          <layout>default</layout>
        </repository>
        <snapshotRepository>
          <uniqueVersion>false</uniqueVersion>
          <id>oosnmpRepo</id>
          <name>snmp.app Snapshots</name>
          <url>dav:https://snmp.app/dist/snapshot</url>
          <layout>default</layout>
        </snapshotRepository>
      </distributionManagement>
      <build>
        <plugins>
          <plugin>
            <groupId>org.apache.maven.plugins</groupId>
            <artifactId>maven-jar-plugin</artifactId>
            <version>3.2.0</version>
            <configuration>
              <archive>
                <manifest>
                  <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
                </manifest>
              </archive>
            </configuration>
          </plugin>
          <plugin>
            <groupId>org.apache.maven.plugins</groupId>
            <artifactId>maven-assembly-plugin</artifactId>
            <version>3.3.0</version>
            <executions>
              <execution>
                <id>make-assembly</id>
```

```
                <phase>package</phase>
                <goals>
                  <goal>single</goal>
                </goals>
                <configuration>
                  <descriptors>
                    <descriptor>assembly.xml</descriptor>
                  </descriptors>
                </configuration>
              </execution>
            </executions>
          </plugin>
        </plugins>
    </build>
</profile>
<profile>
    <id>ossrh</id>
     <distributionManagement>
        <snapshotRepository>
          <id>ossrh</id>
          <url>https://oss.sonatype.org/content/repositories/snapshots</url>
        </snapshotRepository>
        <repository>
          <id>ossrh</id>
          <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
        </repository>
    </distributionManagement>
    <build>
        <plugins>
          <plugin>
            <groupId>org.apache.maven.plugins</groupId>
            <artifactId>maven-gpg-plugin</artifactId>
            <version>1.6</version>
            <executions>
              <execution>
                <id>sign-artifacts</id>
                <phase>verify</phase>
                <goals>
                  <goal>sign</goal>
                 </goals>
              </execution>
            </executions>
            <configuration>
              <keyname>${gpg.keyname}</keyname>
              <passphraseServerId>${gpg.keyname}</passphraseServerId>
              <gpgArguments>
                <arg>--pinentry-mode</arg>
                <arg>loopback</arg>
```

```
                </gpgArguments>
            </configuration>
        </plugin>
        <plugin>
            <groupId>org.sonatype.plugins</groupId>
            <artifactId>nexus-staging-maven-plugin</artifactId>
            <version>1.6.13</version>
            <extensions>true</extensions>
            <configuration>
                <serverId>ossrh</serverId>
                <nexusUrl>https://oss.sonatype.org/</nexusUrl>
                 <autoReleaseAfterClose>true</autoReleaseAfterClose>
                <stagingProgressTimeoutMinutes>10</stagingProgressTimeoutMinutes>
            </configuration>
        </plugin>
    </plugins>
  </build>
 </profile>
</profiles>
<dependencies>
 <dependency>
  <groupId>junit</groupId>
  <artifactId>junit</artifactId>
  <version>4.13.2</version>
  <scope>test</scope>
 </dependency>
</dependencies>
<build>
 <outputDirectory>classes</outputDirectory>
 <extensions>
  <extension>
   <groupId>org.apache.maven.wagon</groupId>
   <artifactId>wagon-webdav-jackrabbit</artifactId>
   <version>3.3.4</version>
  </extension>
 </extensions>
 <plugins>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
    <artifactId>maven-help-plugin</artifactId>
   <version>2.2</version>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-source-plugin</artifactId>
   <version>3.2.1</version>
   <configuration>
    <excludes>
```

```
                <exclude>src/test/*</exclude>
              </excludes>
            </configuration>
            <executions>
              <execution>
                <id>attach-sources</id>
                <phase>verify</phase>
                <goals>
                  <goal>jar-no-fork</goal>
                </goals>
              </execution>
            </executions>
          </plugin>
          <plugin>
            <groupId>org.apache.maven.plugins</groupId>
            <artifactId>maven-javadoc-plugin</artifactId>

<version>3.4.1</version>
            <executions>
              <execution>
                <id>attach-javadocs</id>
                <goals>
                  <goal>jar</goal>
                </goals>
              </execution>
            </executions>
            <configuration>
              <stylesheet>java</stylesheet>
              <doctitle>${project.name} ${project.version}</doctitle>
              <bottom>Copyright 2005-2023 Frank Fock (SNMP4J.org)</bottom>
              <windowtitle>${project.name} ${project.version}</windowtitle>
              <docfilessubdirs>true</docfilessubdirs>
              <excludePackageNames>org.snmp4j.test:org.snmp4j.test.tools.console</excludePackageNames>
              <show>protected</show>
              <version />
              <author />
              <encoding>UTF-8</encoding>
              <additionalOptions>-html5 -Xdoclint:-html</additionalOptions>
             </configuration>
          </plugin>
          <plugin>
            <groupId>org.apache.maven.plugins</groupId>
            <artifactId>maven-compiler-plugin</artifactId>
            <version>3.10.1</version>
            <configuration>
              <source>9</source>
              <target>9</target>
              <release>9</release>
```

```
            <encoding>UTF-8</encoding>
            <compilerArgument>-Xlint:all</compilerArgument>
          </configuration>
        </plugin>
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-jar-plugin</artifactId>
          <version>3.2.2</version>
          <configuration>
            <archive>
              <manifest>
                <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
              </manifest>

            </archive>
            <excludes>
              <exclude>classes-test/**</exclude>
            </excludes>
          </configuration>
        </plugin>
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-assembly-plugin</artifactId>
          <version>3.3.0</version>
          <configuration>
            <descriptors>
              <descriptor>assembly.xml</descriptor>
            </descriptors>
          </configuration>
          <executions>
            <execution>
              <id>make-assembly</id>
              <phase>package</phase>
              <goals>
                <goal>single</goal>
              </goals>
             </execution>
          </executions>
        </plugin>
      </plugins>
    </build>
</project>
```

Found in path(s):
*
/snmp4j-3-7-7-sources-jar/META-INF/maven/org.snmp4j/snmp4j/pom.xml
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 _##  SNMP4J - TreeListener.java
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 _##  SNMP4J - PrivAES192With3DESKeyExtension.java
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 _##
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```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/nonstandard/PrivAES192With3DESKeyExtension.java
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```
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 _##  SNMP4J - DHParameters.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/dh/DHParameters.java
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```
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```
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/mp/TimedMessageID.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/AbstractTransportMapping.java
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*
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/Priv3DES.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/nonstandard/PrivAESWith3DESKeyExtension.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/SSLEngineConfigurator.java

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options.des.y=Set the privacy protocol to be used to encrypt SNMPv3 messages. Valid values are DES, AES (AES128), AES192, AES256, AES192p, AES256p, and 3DES(DESEDE). The AES protocols that end with 'p' (for proprietary) are using a non-standardized key extension algorithm from 3DES.

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1.724 springfox-spi 3.0.0

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* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/ParameterMetadataAccessor.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/SyntheticModelProviderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/RequestHandlerCombiner.java
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* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/UniqueTypeNameAdapter.java
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* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/OperationContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/ResponseContext.java
*
 /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/DocumentationContextBuilder.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/PathContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/AlternateTypeProvider.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/contexts/ModelContext.java
* /springfox-spi-3-0-0-sources-
jar/springfox/documentation/spi/service/contexts/OperationModelContextsBuilder.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/DocumentationContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/Defaults.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/RequestMappingContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/ParameterExpansionContext.java

* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/ParameterContext.java
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* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/ExpandedParameterBuilderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/RequestHandlerProvider.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/ParameterBuilderPlugin.java
*
 /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/OperationBuilderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/DefaultsProviderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/DocumentationPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/ModelPropertyBuilderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/ApiListingContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/OperationModelsProviderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/contexts/ModelPropertyContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/ApiListingBuilderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/service/PathAdjuster.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/ApiSelector.java
*
 /springfox-spi-3-0-0-sources-jar/springfox/documentation/service/PathDecorator.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/GenericTypeNamingStrategy.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/ModelBuilderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/SecurityContext.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/TypeNameProviderPlugin.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/DocumentationType.java
* /springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/schema/EnumTypeDeterminer.java

1.725 netty-transport 4.1.125.Final

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1.727 angus-activation 2.0.2

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1.728 yang-parser-impl 0.8.4-Beryllium-SR4

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1.729 netty-transport-native-io_uring 4.2.5.Final

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1.730 spring-boot-actuator-autoconfigure 3.3.13

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* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/escape/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/StatsAccumulator.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/Invokable.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/xml/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/Stats.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/ClassPath.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/TypeCapture.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/SipHashFunction.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/io/CharSink.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/LinearTransformation.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-32-0-0-android-sources-jar/com/google/common/html/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/ByteSource.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/StandardSystemProperty.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/PairedStatsAccumulator.java

* /guava-32-0-0-android-sources-jar/com/google/common/cache/LongAddables.java
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* /guava-32-0-0-android-sources-jar/com/google/common/graph/BaseGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ObjectCountHashMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/Traverser.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/ObjectCountLinkedHashMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ClosingFuture.java

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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/ImmutableLongArray.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractHashFunction.java
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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ContiguousSet.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/base/Strings.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/SortedLists.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Equivalence.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/annotations/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Ascii.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Atomics.java
* /guava-32-0-0-android-sources-jar/com/google/common/annotations/Beta.java
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* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-32-0-0-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeBasedTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/StandardTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Tables.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/CollectPreconditions.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Table.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Serialization.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/Range.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Collections2.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableCollection.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Platform.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/PeekingIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableEntry.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EmptyImmutableListMultimap.java
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* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ComparisonChain.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableList.java
*
/guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableAsList.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ComputationException.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
*
/guava-32-0-0-android-sources-jar/com/google/common/collect/DiscreteDomain.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-32-0-0-android-sources-jar/com/google/common/cache/Striped64.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/LongAdder.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Striped64.java
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*/

```
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
 *
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 */
```

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```

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* /guava-32-0-0-android-sources-jar/com/google/common/collect/SortedMultisets.java
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```

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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */

Found in path(s):
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* /guava-32-0-0-android-sources-jar/com/google/common/collect/CompactHashMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TransformedIterator.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/RangeMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/CompactHashSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractNavigableMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingDeque.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeTraverser.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredSetMultimap.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TransformedListIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/CompactLinkedHashMap.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/DescendingMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeRangeMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EvictingQueue.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
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/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
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*/
```

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* /guava-32-0-0-android-sources-jar/com/google/common/hash/HashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/DoubleMath.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
*
/guava-32-0-0-android-sources-jar/com/google/common/base/Enums.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractHasher.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java

* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/MediaType.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/LoadingCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Optional.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/UnsignedInts.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/BloomFilterStrategies.java
*
/guava-32-0-0-android-sources-jar/com/google/common/cache/AbstractCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/BloomFilter.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Hashing.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeRangeSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/Types.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/BoundType.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Hasher.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/DoubleUtils.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/RemovalCause.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
*
/guava-32-0-0-android-sources-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/Weigher.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/PrimitiveSink.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/HttpHeaders.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/CacheLoader.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Ticker.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/BigIntegerMath.java
*
/guava-32-0-0-android-sources-jar/com/google/common/math/MathPreconditions.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/CacheStats.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Present.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/RemovalNotification.java
*

/guava-32-0-0-android-sources-jar/com/google/common/primitives/ParseRequest.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/Cache.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/ForwardingCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/HashingOutputStream.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/RemovalListeners.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/RemovalListener.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/HostAndPort.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Funnels.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/HashCode.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/LongMath.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Absent.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/IntMath.java
*
/guava-32-0-0-android-sources-jar/com/google/common/reflect/TypeParameter.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /guava-32-0-0-android-sources-jar/com/google/common/hash/Funnel.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/UnsignedLong.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Queues.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
*
/guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java

* /guava-32-0-0-android-sources-jar/com/google/common/math/Quantiles.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
*
/guava-32-0-0-android-sources-jar/com/google/common/eventbus/Subscriber.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/Dispatcher.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/MoreObjects.java
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* /guava-32-0-0-android-sources-jar/com/google/common/base/NullnessCasts.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/NullnessCasts.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/NullnessCasts.java

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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/
```

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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Partially.java
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* /guava-32-0-0-android-sources-jar/com/google/common/base/JdkPattern.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/CommonMatcher.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/CommonPattern.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/PatternCompiler.java
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* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Shorts.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/Escaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/FileBackedOutputStream.java
*
/guava-32-0-0-android-sources-jar/com/google/common/base/Converter.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Doubles.java

* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Stopwatch.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/PercentEscaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Bytes.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Longs.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/MultiReader.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Floats.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/internal/Finalizer.java
* /guava-32-0-0-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Booleans.java
*
/guava-32-0-0-android-sources-jar/com/google/common/base/Joiner.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/CharMatcher.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Chars.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/FluentIterable.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/InetAddresses.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Ints.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/

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* /guava-32-0-0-android-sources-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/Graph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/Network.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ImmutableGraph.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/graph/Graphs.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/MutableGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/MutableNetwork.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TopKSelector.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ImmutableNetwork.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/SuccessorsFunction.java
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* /guava-32-0-0-android-sources-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ValueGraph.java
* /guava-32-0-0-android-sources-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
*

/guava-32-0-0-android-sources-jar/com/google/common/graph/StandardValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ElementOrder.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/NetworkBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-32-0-0-android-sources-
jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-32-0-0-android-sources-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/DirectedNetworkConnections.java
*
/guava-32-0-0-android-sources-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/GraphConstants.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/StandardNetwork.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractNetwork.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Comparators.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/MapIteratorCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
*
/guava-32-0-0-android-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/NetworkConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/EndpointPair.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/GraphBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ForwardingGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/MutableValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/EdgesConnecting.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
*
/guava-32-0-0-android-sources-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/GraphConnections.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-32-0-0-android-sources-jar/com/google/common/graph/ForwardingNetwork.java
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* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AggregateFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
*
/guava-32-0-0-android-sources-jar/com/google/common/base/CaseFormat.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/CharEscaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Futures.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java

* /guava-32-0-0-android-sources-jar/com/google/common/io/PatternFilenameFilter.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-32-0-0-android-sources-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/AppendableWriter.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-32-0-0-android-sources-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-32-0-0-android-sources-jar/com/google/common/reflect/TypeToken.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
  *
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  * hereby disclaims
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  */

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* /guava-32-0-0-android-sources-jar/com/google/common/base/SmallCharMatcher.java
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Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/collect/BaseImmutableMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/IndexedImmutableSet.java
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Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Maps.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Multimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingIterator.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/HashMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Interner.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Iterators.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Lists.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingSet.java

*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/Synchronized.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Multisets.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingList.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ListMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/NullsLastOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/SingletonImmutableSet.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/Multimaps.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/SetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Sets.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Iterables.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/BiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingObject.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ReverseOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/MapDifference.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/HashMultiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ByFunctionOrdering.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingListIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Ordering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingCollection.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableList.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Multiset.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/TreeMultiset.java

* /guava-32-0-0-android-sources-jar/com/google/common/collect/AbstractBiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingQueue.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/LinkedListMultimap.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/CompoundOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EnumBiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/NaturalOrdering.java
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* /guava-32-0-0-android-sources-jar/com/google/common/hash/Fingerprint2011.java
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*/
/*
  * This method was written by Doug Lea with assistance from members of JCP JSR-166 Expert Group
  * and released to the public domain, as explained at
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Striped.java
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*/

Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/base/Java8Compatibility.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/Java8Compatibility.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/BigDecimalMath.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/hash/Java8Compatibility.java
* /guava-32-0-0-android-sources-jar/com/google/common/math/ToDoubleRounder.java
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* /guava-32-0-0-android-sources-jar/com/google/common/annotations/GwtCompatible.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/ReferenceEntry.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/SettableFuture.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/collect/Cut.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/CacheBuilder.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/LineProcessor.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractIdleService.java

* /guava-32-0-0-android-sources-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/UrlEscapers.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/xml/XmlEscapers.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/SignedBytes.java
*
/guava-32-0-0-android-sources-jar/com/google/common/base/Splitter.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Callables.java
* /guava-32-0-0-android-sources-jar/com/google/common/annotations/J2ktIncompatible.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/MapMaker.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/ByteProcessor.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Platform.java
* /guava-32-0-0-android-sources-jar/com/google/common/html/HtmlEscapers.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/ByteArrayDataOutput.java
*
/guava-32-0-0-android-sources-jar/com/google/common/net/InternetDomainName.java
* /guava-32-0-0-android-sources-jar/com/google/common/cache/LocalCache.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-32-0-0-android-sources-jar/com/google/common/net/HostSpecifier.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/Service.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/Escapers.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-32-0-0-android-sources-jar/com/google/common/escape/Platform.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractService.java
*
/guava-32-0-0-android-sources-jar/com/google/common/reflect/TypeResolver.java
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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* the License.
*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/
```

Found in path(s):
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/ShortsMethodsForWeb.java
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* /guava-32-0-0-android-sources-jar/com/google/common/base/Defaults.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/CountingInputStream.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/FinalizableWeakReference.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/base/Predicate.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Predicates.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Suppliers.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/AbstractIterator.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/Files.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/LineReader.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Throwables.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/FinalizableReference.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Charsets.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/Interners.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/LineBuffer.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/Flushables.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/MultiInputStream.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/DeadEvent.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/CharStreams.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/package-info.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/Resources.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-32-0-0-android-sources-jar/com/google/common/primitives/Primitives.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/Subscribe.java
*
 /guava-32-0-0-android-sources-jar/com/google/common/base/Preconditions.java
* /guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/EventBus.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/CountingOutputStream.java

* /guava-32-0-0-android-sources-jar/com/google/common/base/FinalizableSoftReference.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/HashBiMap.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Function.java
* /guava-32-0-0-android-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/Objects.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/ByteStreams.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
*
/guava-32-0-0-android-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/Closeables.java
* /guava-32-0-0-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-32-0-0-android-sources-jar/com/google/common/io/TempFileCreator.java
* /guava-32-0-0-android-sources-jar/com/google/common/collect/EnumMultiset.java
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1.733 jackson-datatype-jsr310 2.17.3

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1.734 disruptor 3.3.6

1.735 rfc6241-parser-support 7.0.7

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* /rfc6241-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6241/parser/GetFilterElementAttributesEffectiveStatementImpl.java

1.736 grpc-protobuf 1.70.0

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* /grpc-protobuf-1-70-0-sources-jar/io/grpc/protobuf/StatusProto.java
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1.737 cxf-bundle-jaxrs 2.7.11

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1.738 xpp 1.4c

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nNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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va,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
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* $Id: IterableAttributeAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
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2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id: UnaryExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/UnaryExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNotEqualsExpr.java,
v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
DefaultNotEqualsExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNotEqualsExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/FalseFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* $Id:
FalseFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/FalseFunction.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/PathExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: PathExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/PathExpr.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringBeforeFunctio
n.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id: SubstringBeforeFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringBeforeFunction.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNameStep.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id: DefaultNameStep.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicate.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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 1.2 2005/08/11 22:44:00 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFilterExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id:
 DefaultFilterExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFilterExpr.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyChildNodeTest.java,
v 1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* $Id:
 AnyChildNodeTest.java,v 1.1 2004/06/16 15:55:41 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathLex
er.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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 *
* $Id: XPathLexer.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathLexer.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/QualifiedName.java,v
1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
*
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*
* $Id: QualifiedName.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/QualifiedName.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NameTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* $Id: NameTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NameTest.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicated.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: Predicated.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicated.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/StartsWithFunction.java
,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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*
 $Id: StartsWithFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/StartsWithFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLocationPath.java,v
1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id:
 DefaultLocationPath.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
*/

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/FloorFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 FloorFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/StringLengthFunction.ja
va,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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 * $Id: StringLengthFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/StringLengthFunction.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultArithExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
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* $Id:
 DefaultArithExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultArithExpr.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/XPathReader.java,v 1.1
2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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*
* $Id:
 XPathReader.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathReader.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NoNodeTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
*
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* $Id: NoNodeTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NoNodeTest.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/DefaultNavigator.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
*
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* $Id: DefaultNavigator.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/DefaultNavigator.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LowerFunction.java,
v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
*
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$Id: LowerFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LowerFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: XPathExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/XPathSyntaxException.java,v
1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: XPathSyntaxException.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathSyntaxException.java

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/SelfAxisIterator.java,v 1.1
2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 SelfAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/SelfAxisIterator.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NumberFunction.java,v
1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* $Id:
 NumberFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/
```

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NumberFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualityExpr.java,v
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1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
 DefaultEqualityExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualityExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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*

* $Id: IterableAncestorAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/
```

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorAxis.java
No license file was found, but licenses were detected in source scan.

```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NamespaceUriFunction.
java,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
*
* ====================================================================
*
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 * $Id: NamespaceUriFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NamespaceUriFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPathExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id: DefaultPathExpr.java,v
1.2 2005/08/11 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPathExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultVariableReferenceE
xpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: DefaultVariableReferenceExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/helpers/XPathReaderFactory.ja
va,v 1.2 2004/10/01 08:33:20 aslom Exp $
* $Revision: 1.2 $
* $Date: 2004/10/01 08:33:20 $
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* $Id:
XPathReaderFactory.java,v 1.2 2004/10/01 08:33:20 aslom Exp $
*/

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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
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* $Id: IterableFollowingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NotFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
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* $Id: NotFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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$Id: TranslateFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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*
* $Id: DefaultAndExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAndExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ConcatFunction.java,v
1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
*
* ====================================================================
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* $Id:
 ConcatFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp $
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/Operator.java,v 1.1
2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: Operator.java,v
 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/Operator.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTruthExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id:
DefaultTruthExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
*/

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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/Function.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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* $Id: Function.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/Function.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/VariableContext.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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* $Id: VariableContext.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathFactory.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id: XPathFactory.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NormalizeSpaceFunctio
n.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* $Id: NormalizeSpaceFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/DefaultXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
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* $Id: DefaultXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnaryExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
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*
* $Id:
 DefaultUnaryExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/
```

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnaryExpr.java
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```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTypeTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
```

```
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* $Id: NodeTypeTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTypeTest.java
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```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantAxis
.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
*
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 *
* $Id: IterableDescendantAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantAxis.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SumFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* $Id: SumFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPredicated.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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 DefaultPredicated.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/PositionFunction.java,v
1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 PositionFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* $Header:
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2004/06/16 15:55:34 aslom Exp $
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* $Id: DefaultPlusExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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2004/06/16 15:55:34 aslom Exp $
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* $Id: Context.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanExpr.java,
v 1.1 2004/06/16 15:55:36 aslom Exp $
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*
* $Id:
 DefaultLessThanExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/
```

Found in path(s):

```
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanExpr.java
```

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

```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/PredicateSet.java,v 1.1
```

2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
*
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* $Id: PredicateSet.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/PredicateSet.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLogicalExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
*
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*
* $Id:
 DefaultLogicalExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLogicalExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantOrSelfAxisIterato
r.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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* ==

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* $Id: DescendantOrSelfAxisIterator.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantOrSelfAxisIterator.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathFactory.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
 DefaultXPathFactory.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/FunctionCallException.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
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* $Id:
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FunctionCallException.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/UnresolvableException.java,v
1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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UnresolvableException.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternHandler.java,v 1.2
2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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* $Id:
 PatternHandler.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/
```

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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingSiblin
gAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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* $Id: IterablePrecedingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingSiblingAxis.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultOrExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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*
* $Id: DefaultOrExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultOrExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/SimpleFunctionContext.java,v

1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
* ==
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* $Id:
SimpleFunctionContext.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/SimpleFunctionContext.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/TokenTy
pes.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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 *
* $Id: TokenTypes.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/TokenTypes.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTextNodeStep.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
 DefaultTextNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTextNodeStep.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringFunction.java,
v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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*
 $Id: SubstringFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAbsoluteLocationPat
h.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: DefaultAbsoluteLocationPath.java,v 1.1 2004/06/16 15:55:36 aslom Exp $

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathParseException.java,
v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: SAXPathParseException.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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 $Id: UpperFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/LocalNameFunction.jav
a,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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 $Id: LocalNameFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/LocalNameFunction.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableNamespaceAxis.
java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
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*

* $Id: IterableNamespaceAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/
```

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableNamespaceAxis.java
No license file was found, but licenses were detected in source scan.

```
/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/Navigator.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
*
```

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*
* $Id: Navigator.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/Navigator.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Expr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id: Expr.java,v
 1.2 2005/08/11 22:44:00 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Expr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanEqualE
xpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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```
 *
* $Id: DefaultGreaterThanEqualExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/
```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanEqualExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorOrSelfAxisIterator.j
ava,v 1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* $Id: AncestorOrSelfAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorOrSelfAxisIterator.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/IdFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id: IdFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/IdFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/NamespaceContext.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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* $Id: NamespaceContext.java,v
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2005/08/11 22:44:01 aslom Exp $
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* $Date: 2005/08/11 22:44:01 $
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* $Id:
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2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
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* $Id: XPathFunctionContext.java,v
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2004/06/16 15:55:36 aslom Exp $
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*
* $Id:
FunctionCallExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/FunctionCallExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/BaseXPath.java,v 1.2
2005/08/11 22:44:00 aslom Exp $

* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
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* $Id: BaseXPath.java,v 1.2 2005/08/11
 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/BaseXPath.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantAxisIterator.java,
v 1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
*
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*
 $Id: DescendantAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/
```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantAxisIterator.java
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```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/SingleObjectIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* $Id:
 SingleObjectIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/SingleObjectIterator.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathEventSource.java,v
1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: SAXPathEventSource.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/SAXPathEventSource.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/NumberExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: NumberExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/NumberExpr.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableParentAxis.java,
v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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 * $Id: IterableParentAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

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1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
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* $Id:
 CountFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp $
*/

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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/SimpleVariableContext.java,v
1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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 SimpleVariableContext.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
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1.1 2004/06/16 15:55:36 aslom Exp $
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* $Id:
 DefaultMinusExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMinusExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/Axis.java,v 1.2
```

2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
*
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* $Id: Axis.java,v
 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/Axis.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAllNodeStep.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
DefaultAllNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAllNodeStep.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/TextNodeTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
*
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* $Id: TextNodeTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/TextNodeTest.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternParser.java,v 1.2
2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
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* $Id:
 PatternParser.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternParser.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/XPathSyntaxException.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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DefaultXPathExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
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 $Id: DefaultCommentNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableChildAxis.java,v
1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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 $Id: IterableChildAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
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Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableChildAxis.java
```

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

```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelativeLocationPat
h.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
*
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 *
* $Id: DefaultRelativeLocationPath.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelativeLocationPath.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/MatrixConcatFuncti
on.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
*
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 *
* $Id: MatrixConcatFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/MatrixConcatFunction.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NameFunction.java,v
1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $

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*
* $Id:
 NameFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/
```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NameFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantOrSe
lfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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* $Id: IterableDescendantOrSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantOrSelfAxis.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTest.java,v 1.2
2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
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* $Id: NodeTest.java,v
 1.2 2005/08/11 22:44:02 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnionExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id:
DefaultUnionExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LocaleFunctionSupp
ort.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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* $Id: LocaleFunctionSupport.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAdditiveExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 DefaultAdditiveExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 RoundFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/RoundFunction.java
No license file was found, but licenses were detected in source scan.
```

```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EvaluateFunction.ja
va,v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
*
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 * $Id: EvaluateFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EvaluateFunction.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/XPath.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id: XPath.java,v 1.2
 2005/08/11 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/XPath.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/LiteralExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: LiteralExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/LiteralExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/Token.jav
a,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: Token.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/Token.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultModExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id: DefaultModExpr.java,v
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingSiblingAxisIterator
.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
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* $Id: FollowingSiblingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
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ava,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/SimpleNamespaceContext.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
```

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/UnionPattern.java,v 1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
*
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* $Id: UnionPattern.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/UnionPattern.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ContainsFunction.java,v
1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
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* $Id:
 ContainsFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ContainsFunction.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingSiblin
gAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
*

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* $Id: IterableFollowingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingSiblingAxis.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorOrSelf
Axis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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* $Id: IterableAncestorOrSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorOrSelfAxis.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/LastFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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LastFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/PrecedingSiblingAxisIterator
.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
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* $Id: PrecedingSiblingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/BooleanFunction.java,v
1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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* $Id:
 BooleanFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanExpr.jav
a,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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 $Id: DefaultGreaterThanExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id: Step.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Step.java
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```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
```

```
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* $Id: DefaultExpr.java,v
 1.2 2005/08/11 22:44:00 aslom Exp $
*/
```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultExpr.java
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```
/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/ContextSupport.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
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* $Id: ContextSupport.java,v
 1.1 2004/06/16 15:55:34 aslom Exp $
*/

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringAfterFunction.
java,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* $Id: SubstringAfterFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringAfterFunction.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/StackedIterator.java,v 1.1
2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* $Id: StackedIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/StringFunction.java,v
1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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StringFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
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v 1.1 2004/06/16 15:55:39 aslom Exp $
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DocumentFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp $
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1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Revision: 1.1 $
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v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelationalExpr.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLiteralExpr.java,v
1.2 2005/08/11 22:44:00 aslom Exp $

```
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
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* $Id:
 DefaultLiteralExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLiteralExpr.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/Pattern.java,v
1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* $Id: Pattern.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/Pattern.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/conformance/ConformanceXP
athHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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 *
* $Id: ConformanceXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/conformance/ConformanceXPathHandler.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EndsWithFunction.java,v 1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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 * $Id: EndsWithFunction.java,v 1.1 2004/06/16 15:55:41 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EndsWithFunction.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/LinkedIterator.java,v 1.1
2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* $Id: LinkedIterator.java,v

1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/LinkedIterator.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyNodeTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
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* $Id: AnyNodeTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp $
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* $Header:
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1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
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 $Id: FollowingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingAxisIterator.java

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* $Header:
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1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id:
 DefaultEqualsExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id:
 DefaultBinaryExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFunctionCallExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
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 * $Id: DefaultFunctionCallExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NamespaceTest.java,v
1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
*
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*
* $Id:
 NamespaceTest.java,v 1.1 2004/06/16 15:55:41 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NamespaceTest.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/JaxenHandler.java,v
1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
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* $Id: JaxenHandler.java,v
 1.2 2005/08/11 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/JaxenHandler.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorAxisIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* $Id:
 AncestorAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorAxisIterator.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableSelfAxis.java,v
1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
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$Id: IterableSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
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* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/FilterExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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1.1 2004/06/16 15:55:36 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/LocationPathPattern.java,
v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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 $Id: LocationPathPattern.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
*/
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/LocationPathPattern.java

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathException.java,v 1.1
2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id: SAXPathException.java,v
 1.1 2004/06/16 15:55:43 aslom Exp $
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Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/SAXPathException.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/LocationPath.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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* $Id: LocationPath.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/LocationPath.java
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/UnsupportedAxisException.java,
v 1.1 2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
*
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* $Id:
UnsupportedAxisException.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/UnsupportedAxisException.java
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* $Header:
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2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* $Id:
 XPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathHandler.java
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/*
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathRea
der.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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 *
* $Id: XPathReader.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathReader.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/BinaryExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* $Id: BinaryExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/BinaryExpr.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/IdentityHashMap.java,v 1.1
2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
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* $Id: IdentityHashMap.java,v
 1.1 2004/06/16 15:55:42 aslom Exp $
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/UnionExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
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java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultStep.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* $Id: DefaultStep.java,v
 1.2 2005/08/11 22:44:00 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/JaxenException.java,v 1.2
2004/10/01 08:33:20 aslom Exp $
* $Revision: 1.2 $
* $Date: 2004/10/01 08:33:20 $
*
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* $Id: JaxenException.java,v
 1.2 2004/10/01 08:33:20 aslom Exp $
*/

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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/CeilingFunction.java,v
1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
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* $Id:
 CeilingFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp $
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/*
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```
* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPredicate.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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 DefaultPredicate.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
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/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/VariableReferenceExpr.java
,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
*
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*
 $Id: VariableReferenceExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/VariableReferenceExpr.java

1.739 googleapis-common-protos 0.0.3

1.740 hamcrest 3.0

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1.741 jackson-annotations 2.17.3

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1.746 xmlschema 1.3.2

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* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaNumericFacet.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaKey.java
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/xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaSimpleTypeContent.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/constants/Enum.java
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* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaDerivationMethod.java
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* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/constants/Constants.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaInclude.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/extensions/DefaultExtensionDeserializer.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/utils/NamespaceContextOwner.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/resolver/URIResolver.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaMinExclusiveFacet.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaForm.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaDatatype.java
* /xmlschema-1-3-2-sources-jar/org/apache/ws/commons/schema/XmlSchemaAttribute.java

1.747 grpc-all 1.70.0

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1.748 j2objc-annotations 3.0.0

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Maven project to build and deploy J2ObjC annotations.
-->

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* /j2objc-annotations-3-0-0-jar/META-INF/maven/com.google.j2objc/j2objc-annotations/pom.xml

1.749 puddle 2.2.2

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1.750 dnsutils 2.0.0

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1.751 smtp 1.6.7

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1.753 person-directory-impl 1.5.0-RC6

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* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/AstOr.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/AstPlus.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/AstMod.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/ArithmeticNode.java
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* /expressly-5-0-0-sources-jar/org/glassfish/expressly/lang/ELArithmetic.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/AstIdentifier.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/lang/VariableMapperImpl.java
* /expressly-5-0-0-sources-jar/org/glassfish/expressly/parser/AstNegative.java
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jar/org/codehaus/cargo/container/spi/configuration/AbstractStandaloneLocalConfigurationCapability.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/ContainerException.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/ContainerCapability.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/DeployableException.java
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* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/deployable/AbstractDeployable.java
*
 /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/AbstractExistingLocalConfigurationCapability.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/property/DataSourceConverter.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/EmbeddedLocalContainer.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/packager/AbstractDirectoryPackager.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/util/PropertyUtils.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/AbstractConfigurationCapability.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/deployer/AbstractEmbeddedLocalDeployer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/SpawnedContainer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/AbstractLocalContainer.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/packager/Packager.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/packager/PackagerType.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/InstalledLocalContainer.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/deployer/AbstractInstalledLocalDeployer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/entry/DataSource.java

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* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/internal/AntContainerExecutorThread.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/EAR.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/ContainerConfiguration.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/Configuration.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/J2EEContainerCapability.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/Container.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/AbstractConfiguration.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/property/User.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/util/AntBuildListener.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/installer/ZipURLInstaller.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/ServletContainerCapability.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/installer/Proxy.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/WAR.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/Deployable.java
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* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/deployer/DeployerWatchdog.java
*
/cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/ContainerType.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployer/URLDeployableMonitor.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/EJB.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployer/DeployableMonitor.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/AbstractRuntimeConfiguration.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/deployer/AbstractSwitchableLocalDeployer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployer/DeployerType.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/spi/configuration/AbstractExistingLocalConfiguration.java
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* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/property/RemotePropertySet.java
*
/cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/AbstractRemoteContainer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/entry/Resource.java
* /cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/configuration/builder/ConfigurationEntryType.java
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jar/org/codehaus/cargo/container/configuration/ConfigurationCapability.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/property/ServletPropertySet.java
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jar/org/codehaus/cargo/container/spi/deployer/AbstractCopyingInstalledLocalDeployer.java
*
 /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/deployer/AbstractLocalDeployer.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/internal/RunnableContainer.java
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* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/builder/ConfigurationBuilder.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/spi/configuration/builder/AbstractConfigurationBuilder.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/entry/ResourceSupport.java
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*
/cargo-core-api-container-1-0-sources-
jar/org/codehaus/cargo/container/configuration/ExistingLocalConfiguration.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployable/DeployableType.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/deployer/DeployableMonitorListener.java
* /cargo-core-api-container-1-0-sources-jar/org/codehaus/cargo/container/configuration/LocalConfiguration.java
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1.766 netty-codec-protobuf 4.2.5.Final

1.766.1 Available under license :

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/opt/cola/permits/2616834232_1758692126.204508/0/netty-codec-protobuf-4-2-5-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java/*
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/opt/cola/permits/2616834232_1758692126.204508/0/netty-codec-protobuf-4-2-5-final-sources-jar/module-info.yml#

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<?xml version="1.0" encoding="UTF-8"?>

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* /netty-codec-protobuf-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-protobuf/pom.xml

1.767 yang-xpath-antlr 7.0.7

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1.768 proto-google-common-protos 2.41.0

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1.769 javassist 3.25.0-GA

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/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Reflection.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/MemberCodeGen.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/ObjectImporter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/Transformer.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Cast.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotInvokeException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ConstantAttribute.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformWriteField.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtBehavior.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/SymbolTable.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/MultiType.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/stackmap/TypedBlock.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Keyword.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Member.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Desc.java

* /javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedConstructor.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/FactoryHelper.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/NewExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtConstructor.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CastExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/EnclosingMethodAttribute.java
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 /javassist-3-25-0-ga-sources-3-jar/javassist/CtArray.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/CompileError.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/FramePrinter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CannotCompileException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformAfter.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ExceptionTable.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/DoubleConst.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/BinExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Util.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Type.java
*
 /javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedMethod.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/KeywordTable.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/NestMembersAttribute.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/InstructionPrinter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LocalVariableAttribute.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CallExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Compiler.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/Dump.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/CodeIterator.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Instanceof.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AnnotationDefaultAttribute.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Loader.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Handler.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtClass.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/InstanceOfExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/SerialVersionUID.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/FieldAccess.java

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* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
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 /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/Annotation.java
*
 /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ArrayMemberValue.java
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1.770 asm 9.7.1

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* /asm-9-7-1-sources-jar/org/objectweb/asm/TypePath.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ClassTooLargeException.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ConstantDynamic.java
*
 /asm-9-7-1-sources-jar/org/objectweb/asm/Attribute.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/TypeReference.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ClassVisitor.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/MethodTooLargeException.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Handle.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Label.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Type.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ModuleWriter.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Constants.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/FieldWriter.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/RecordComponentVisitor.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/MethodVisitor.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ModuleVisitor.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/SymbolTable.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Symbol.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Frame.java
*
 /asm-9-7-1-sources-jar/org/objectweb/asm/ByteVector.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Context.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/RecordComponentWriter.java
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* /asm-9-7-1-sources-jar/org/objectweb/asm/ClassWriter.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/ClassReader.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Edge.java
* /asm-9-7-1-sources-jar/org/objectweb/asm/Handler.java
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1.771 jakarta-el-api 6.0.1

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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/BrotliMode.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/EncoderUtil.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/FastLz.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyOptions.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Zstd.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZstdDecoder.java/*
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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/package-info.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/module-info.yml#

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* /netty-codec-compression-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-compression/pom.xml

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* /javassist-3-27-0-ga-sources-1-jar/javassist/CtNewMethod.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ClassFileWriter.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Frame.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Compiler.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/FramePrinter.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/DoubleConst.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/Proxy.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/CtField.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/Loader.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMapTable.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapper.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Javac.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/DeprecatedAttribute.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/CtClass.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/Translator.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/IntConst.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPoolRepository.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/SyntaxError.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Pair.java
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* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ArrayMemberValue.java
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1.782 plexus-component-api 1.0-alpha-30

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jar/org/codehaus/plexus/component/reloading/ComponentReloadingStrategy.java
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* /plexus-component-api-1-0-alpha-30-sources-
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*
/plexus-component-api-1-0-alpha-30-sources-
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jar/org/codehaus/plexus/configuration/PlexusConfigurationException.java
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1.783 rfc6536-parser-support 7.0.7

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1.784 rfc6643-model-api 7.0.7

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* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/MaxAccessStatement.java

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* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/DefValStatement.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/MaxAccessSchemaNode.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/OidSchemaNode.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/DisplayHintEffectiveStatement.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/OidEffectiveStatement.java
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 /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/DisplayHintStatement.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/DisplayHintSchemaNode.java
* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/SubIdSchemaNode.java
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* /rfc6643-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/model/api/IetfYangSmiv2Constants.java

1.785 rfc6241-model-api 7.0.7

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1.786 cxf-rt-transports-http-jetty 2.7.11

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1.787 kryo 4.0.1

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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/MapSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/AsmCachedFieldFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/DefaultSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/UnsafeMemoryInput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/TaggedFieldSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtilImpl.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/DefaultStreamFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/ObjectField.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/DefaultClassResolver.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/CollectionSerializer.java
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 /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/ExternalizableSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerAnnotationsUtil.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtil.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/OutputChunked.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/UnsafeInput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/pool/KryoFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/Serializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/UnsafeCachedFieldFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/DeflateSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializer.java
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 /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerGenericsUtil.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/factories/ReflectionSerializerFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/IntArray.java
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1.788 jsr305 3.0.1

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1.789 xsdlib 2022.7

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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/EnumerationFacet.java
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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/IDateTimeValueType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/UnicodeUtil.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/TypeIncubator.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/TimeType.java

* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarFormatter.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ListType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/PositiveIntegerType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/IntegerType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/WhiteSpaceFacet.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DataTypeWithValueConstraintFacet.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/IntegerValueType.java
*
/xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/XSDatatypeImpl.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/regex/JDKImpl.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/LanguageType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/IDType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/UnsignedLongType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ListValueType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/DateTimeFactory.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/ITimeDurationValueType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/SimpleURType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/BinaryBaseType.java
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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/Messages.properties
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/Messages_ja.properties

1.790 gettext 0.24.1-r1

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
```

```
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}
```

```
check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
```

```
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
```

```
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

```
/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
```

```
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
```

```
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
```

```
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)
```

```
/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
```

```
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
```

```
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
```

```
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head);     \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&     \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
```

```
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
```

```
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
```

```
            (elm2)->field.tqe_next->field.tqe_prev =  \
                &(elm2)->field.tqe_next;    \
        else        \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
```

```
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
```

```
 for ((var) = STAILQ_FIRST((head));   \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
```

```
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}
```

```
#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
```

```
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
```

```
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}
```

```
package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```

```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
```

```
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
```

```
 }      \
 }
 else       \
  elm = NULL;      \
 return (elm);      \
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
```

```
 return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
```

```
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
```

```
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
```

```
 RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
```

```
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {    \
   tmp = RB_RIGHT(parent, field);    \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
```

```
 } else {     \
  if (RB_RIGHT(tmp, field) == NULL || \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
   struct type *oleft;  \
   if ((oleft = RB_LEFT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oleft, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_RIGHT(head, tmp, oleft, field);\
   tmp = RB_RIGHT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
 }      \
} else {      \
 tmp = RB_LEFT(parent, field);   \
 if (RB_COLOR(tmp, field) == RB_RED) {  \
  RB_SET_BLACKRED(tmp, parent, field); \
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  tmp
= RB_LEFT(parent, field);  \
 }      \
 if ((RB_LEFT(tmp, field) == NULL ||  \
     RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
     (RB_RIGHT(tmp, field) == NULL ||  \
     RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
  RB_COLOR(tmp, field) = RB_RED;  \
  elm = parent;    \
  parent = RB_PARENT(elm, field);  \
 } else {     \
  if (RB_LEFT(tmp, field) == NULL || \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
   struct type *oright;  \
   if ((oright = RB_RIGHT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oright, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_LEFT(head, tmp, oright, field);\
   tmp = RB_LEFT(parent, field); \
  }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_LEFT(tmp, field))  \
```

```
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
```

```
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
```

```
 else       \
  return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
```

```
 else if (comp > 0)     \
  tmp =
 RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
```

```
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
```

```
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.791 springdoc-openapi-starter-common 2.1.0

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1.792 perf4j 0.9.12

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Found in path(s):
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/aop/TimingAspect.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/commonslog/aop/TimingAspect.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/AsyncCoalescingStatisticsAppender.java
*
/perf4j-0-9-12-sources-1-jar/org/perf4j/commonslog/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/LogParser.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/aop/TimingAspect.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/GraphingStatisticsHandler.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/StopWatchLogIterator.java

* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/GroupedTimingStatisticsCsvFormatter.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/LoggingStopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/GroupingStatisticsIterator.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/aop/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/StopWatchParser.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/JmxAttributeStatisticsHandler.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/StatsValueRetriever.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/chart/StatisticsChartGenerator.java
*
/perf4j-0-9-12-sources-1-jar/org/perf4j/servlet/AbstractGraphingServlet.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/GroupedTimingStatistics.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/servlet/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/aop/AbstractTimingAspect.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/MiscUtils.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/slf4j/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/GraphingStatisticsAppender.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/JavaLogStopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/StatisticsCsvLayout.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/chart/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/AsyncCoalescingHandler.java
*
/perf4j-0-9-12-sources-1-jar/org/perf4j/slf4j/Slf4JStopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/JmxAttributeStatisticsAppender.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/slf4j/aop/TimingAspect.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/slf4j/aop/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/servlet/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/aop/Profiled.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/StatisticsExposingMBean.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/GroupedTimingStatisticsFormatter.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/TimedCallable.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/javalog/aop/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/commonslog/CommonsLogStopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/chart/GoogleChartGenerator.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/Log4JStopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/GroupedTimingStatisticsTextFormatter.java
*
/perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/aop/package-info.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/StopWatch.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/TimedRunnable.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/TimingStatistics.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/log4j/servlet/GraphingServlet.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/GenericAsyncCoalescingStatisticsAppender.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/helpers/AcceptableRangeConfiguration.java
* /perf4j-0-9-12-sources-1-jar/org/perf4j/commonslog/aop/package-info.java

1.793 json-lib 2.3-jdk15

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* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/test/JSONAssert.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsDateJsonValueProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/PropertyExclusionClassMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/EnumMorpher.java
*
 /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/groovy/JsonSlurper.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/TruePropertyFilter.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsonBeanProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/WebHijackPreventionStrategy.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JSONTokener.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsonBeanProcessorMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONArray.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JSONStringer.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JsonEventListener.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONException.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/regexp/RegexpMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/NewBeanInstanceStrategy.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/OrPropertyFilter.java
*
 /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsDateJsonBeanProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/groovy/JsonGroovyBuilder.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JSONBuilder.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/NotPropertyFilter.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/MappingPropertyFilter.java

* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/regexp/JdkRegexpMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/CompositePropertyFilter.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/PropertyNameProcessorMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONFunction.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JavaIdentifierTransformer.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/PropertyNameProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsonVerifier.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/CycleDetectionStrategy.java
*
 /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/AndPropertyFilter.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsonValueProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/DefaultValueProcessorMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/regexp/Perl5RegexpMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/xml/XMLSerializer.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONNull.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/JsonValueProcessorMatcher.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/AbstractJSON.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JsonConfig.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/JSONUtils.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/PropertySetStrategy.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONObject.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/PropertyFilter.java
*
 /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/DefaultValueProcessor.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONString.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/regexp/RegexpUtils.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSONSerializer.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/util/WebUtils.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/filters/FalsePropertyFilter.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/xml/JSONTypes.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/JSON.java
* /json-lib-2-3-jdk15-sources-1-jar/net/sf/json/processors/DefaultDefaultValueProcessor.java

1.794 jackson-jaxrs-base 2.17.3

1.794.1 Available under license :

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1.795 jaxen 1.1.6

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* $Header$
* $Revision: 1247 $
* $Date: 2006-11-08 11:06:30 -0800 (Wed, 08 Nov 2006) $
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* $Id: UnaryExpr.java 1247 2006-11-08 19:06:30Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/UnaryExpr.java
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* $Header$
* $Revision: 1168 $
* $Date: 2006-07-03 04:58:31 -0700 (Mon, 03 Jul 2006) $
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* $Id: NamespaceContext.java 1168 2006-07-03 11:58:31Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/NamespaceContext.java
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* $Header$
* $Revision: 1128 $
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* $Id: IdFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $
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* $Id: DefaultNumberExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultNumberExpr.java
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* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: XPathSyntaxException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/XPathSyntaxException.java
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* $Id: StringFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/StringFunction.java
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* $Header$
* $Revision: 1300 $
* $Date: 2007-05-02 07:27:46 -0700 (Wed, 02 May 2007) $
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* $Id: Predicate.java 1300 2007-05-02 14:27:46Z elharo $
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* $Header$
* $Revision: 1159 $
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* $Id: SimpleNamespaceContext.java 1159 2006-06-03 20:25:34Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/SimpleNamespaceContext.java
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* $Header$
* $Revision: 1245 $
* $Date: 2006-11-08 10:52:02 -0800 (Wed, 08 Nov 2006) $
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* $Id: TextNodeStep.java 1245 2006-11-08 18:52:02Z elharo $
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* $Id: XOMXPath.java 1161 2006-06-03 20:36:00Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/xom/XOMXPath.java
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* $Header$
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* $Id: AncestorAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
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* $Id: LinkedIterator.java 1255 2006-11-09 18:20:12Z elharo $
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* $Id: EvaluateFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ext/EvaluateFunction.java
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* $Header$
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: LocaleFunctionSupport.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ext/LocaleFunctionSupport.java
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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: Dom4jXPath.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/dom4j/Dom4jXPath.java
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* $Header$
* $Revision: 1386 $
* $Date: 2012-07-29 09:29:13 -0400 (Sun, 29 Jul 2012) $
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* $Id: NumberFunction.java 1386 2012-07-29 13:29:13Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/NumberFunction.java
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* $Header$
* $Revision: 1396 $
* $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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* $Id: DefaultGreaterThanExpr.java 1396 2013-01-13 12:22:49Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultGreaterThanExpr.java
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* $Revision: 1321 $
* $Date: 2008-04-26 17:30:06 -0700 (Sat, 26 Apr 2008) $
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* $Id: BaseXPath.java 1321 2008-04-27 00:30:06Z elharo $
*/
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* /jaxen-1-1-6-sources-jar/org/jaxen/BaseXPath.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: StackedIterator.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: LowerFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ext/LowerFunction.java
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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterablePrecedingAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterablePrecedingAxis.java
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* $Header$
* $Revision: 1193 $
* $Date: 2006-09-15 13:41:38 -0700 (Fri, 15 Sep 2006) $
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* $Id: XPathReaderFactory.java 1193 2006-09-15 20:41:38Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/helpers/XPathReaderFactory.java
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* $Id: DefaultPlusExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: StartsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultModExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Revision: 1332 $
* $Date: 2008-10-18 06:29:28 -0700 (Sat, 18 Oct 2008) $
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*
* $Id: DefaultEqualityExpr.java 1332 2008-10-18 13:29:28Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultEqualityExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header$

```
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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*
* $Id: SubstringBeforeFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/
```

Found in path(s):

* /jaxen-1-1-6-sources-jar/org/jaxen/function/SubstringBeforeFunction.java
No license file was found, but licenses were detected in source scan.

```
/*
* $Header$
* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $
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*
* $Id: DefaultMinusExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultMinusExpr.java
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* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $
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* $Id: DefaultFilterExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultFilterExpr.java
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* $Revision: 1261 $
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* $Id: DefaultRelativeLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultRelativeLocationPath.java
No license file was found, but licenses were detected in source scan.

/*
* $Header$
* $Revision: 1345 $
* $Date: 2009-10-22 07:25:23 -0400 (Thu, 22 Oct 2009) $
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* $Id: DefaultLocationPath.java 1345 2009-10-22 11:25:23Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultLocationPath.java
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* $Header$
* $Revision: 1277 $
* $Date: 2007-01-05 10:25:43 -0800 (Fri, 05 Jan 2007) $
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* $Id: DefaultBinaryExpr.java 1277 2007-01-05 18:25:43Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultBinaryExpr.java
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* $Header$
* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: SAXPathException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/SAXPathException.java
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* $Id: JDOMXPath.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/jdom/JDOMXPath.java
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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableFollowingSiblingAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableFollowingSiblingAxis.java
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* $Header$

* $Revision: 1396 $
* $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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* $Id: DefaultEqualsExpr.java 1396 2013-01-13 12:22:49Z elharo $
*/

Found in path(s):

* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultEqualsExpr.java
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* $Header$
* $Revision: 1222 $
* $Date: 2006-11-08 05:59:38 -0800 (Wed, 08 Nov 2006) $
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*
* $Id: XPathFunctionContext.java 1222 2006-11-08 13:59:38Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/XPathFunctionContext.java
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* $Header$
* $Revision: 1237 $
* $Date: 2006-11-08 09:17:32 -0800 (Wed, 08 Nov 2006) $
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* $Id: NumberExpr.java 1237 2006-11-08 17:17:32Z elharo $
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* $Header$
* $Revision: 1133 $
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*
* $Id: Axis.java 1133 2006-03-30 13:56:36Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/Axis.java
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* $Header$
* $Revision: 1257 $
* $Date: 2006-11-13 14:10:09 -0800 (Mon, 13 Nov 2006) $
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* $Id: PrecedingSiblingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/PrecedingSiblingAxisIterator.java
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* $Id: DefaultRelationalExpr.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultRelationalExpr.java
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* $Id: ContainsFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ContainsFunction.java
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* $Header$
* $Revision: 1168 $
* $Date: 2006-07-03 04:58:31 -0700 (Mon, 03 Jul 2006) $
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* $Id: VariableContext.java 1168 2006-07-03 11:58:31Z elharo $
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* $Id: FloorFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/FloorFunction.java
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* $Header$
* $Revision: 1334 $

* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: XPathReader.java 1334 2008-11-29 17:58:48Z elharo $
*/

Found in path(s):

* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/base/XPathReader.java
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*
* $Id: SimpleFunctionContext.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/SimpleFunctionContext.java
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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: FollowingAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/util/FollowingAxisIterator.java
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* $Header$
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* $Date: 2006-06-03 13:07:37 -0700 (Sat, 03 Jun 2006) $
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* $Id: Navigator.java 1157 2006-06-03 20:07:37Z elharo $
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* $Id: ConcatFunction.java 1128 2006-02-05 21:49:04Z elharo $
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/*
$Id: IterableAttributeAxis.java 1162 2006-06-03 20:52:26Z elharo $

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* $Id: IterableDescendantOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $
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*
* $Id: DefaultAbsoluteLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultAbsoluteLocationPath.java
No license file was found, but licenses were detected in source scan.

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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: DefaultXPathExpr.java 1162 2006-06-03 20:52:26Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultXPathExpr.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: DefaultStep.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultStep.java
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* $Header$
* $Revision: 1252 $
* $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: EqualityExpr.java 1252 2006-11-09 16:21:05Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/EqualityExpr.java
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* $Header$
* $Revision: 1154 $
* $Date: 2006-06-01 06:19:30 -0700 (Thu, 01 Jun 2006) $
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* $Id: QualifiedName.java 1154 2006-06-01 13:19:30Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/QualifiedName.java
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* $Revision: 1128 $
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* $Id: NamespaceUriFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/NamespaceUriFunction.java
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* $Header$
* $Revision: 1134 $
* $Date: 2006-04-07 10:11:52 -0700 (Fri, 07 Apr 2006) $
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* $Id: Pattern.java 1134 2006-04-07 17:11:52Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/Pattern.java
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* $Header$
* $Revision: 1324 $
* $Date: 2008-04-26 18:48:59 -0700 (Sat, 26 Apr 2008) $
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* $Id: StringLengthFunction.java 1324 2008-04-27 01:48:59Z elharo $
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* $Id: PatternParser.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/PatternParser.java
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* $Id: DefaultAdditiveExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultAdditiveExpr.java
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* $Header$
* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: XPathSyntaxException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/XPathSyntaxException.java
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* $Id: Function.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1234 $
* $Date: 2006-11-08 08:47:30 -0800 (Wed, 08 Nov 2006) $
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* $Id: LiteralExpr.java 1234 2006-11-08 16:47:30Z elharo $
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* $Id: LocalNameFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/function/LocalNameFunction.java
```

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* $Revision: 1302 $
* $Date: 2007-05-02 07:33:29 -0700 (Wed, 02 May 2007) $
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* $Id: SelfAxisIterator.java 1302 2007-05-02 14:33:29Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/SelfAxisIterator.java
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* $Header$
* $Revision: 1235 $
* $Date: 2006-11-08 09:02:21 -0800 (Wed, 08 Nov 2006) $
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* $Id: LocationPath.java 1235 2006-11-08 17:02:21Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/LocationPath.java
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/*
$Id: Context.java 1219 2006-10-15 21:08:16Z elharo $

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* $Header$
* $Revision: 1300 $
* $Date: 2007-05-02 07:27:46 -0700 (Wed, 02 May 2007) $
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```

*
* $Id: PathExpr.java 1300 2007-05-02 14:27:46Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/PathExpr.java
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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: SingleObjectIterator.java 1255 2006-11-09 18:20:12Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/util/SingleObjectIterator.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: UnionPattern.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/UnionPattern.java
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* $Id: Operator.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/Operator.java
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* $Revision: 1366 $
* $Date: 2012-05-05 12:17:35 -0400 (Sat, 05 May 2012) $
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* $Id: DefaultFunctionCallExpr.java 1366 2012-05-05 16:17:35Z elharo $
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* $Id: DefaultPredicate.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: FalseFunction.java 1128 2006-02-05 21:49:04Z elharo $
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/*
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* $Id: FollowingSiblingAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
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*
* $Id: BinaryExpr.java 1252 2006-11-09 16:21:05Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/BinaryExpr.java
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* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $
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* $Id: DefaultAllNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
*/
```

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultAllNodeStep.java
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* $Header$
* $Revision: 1326 $
* $Date: 2008-04-26 18:56:10 -0700 (Sat, 26 Apr 2008) $
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*
* $Id: FilterExpr.java 1326 2008-04-27 01:56:10Z elharo $
*/

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* $Header$
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: RoundFunction.java 1128 2006-02-05 21:49:04Z elharo $
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$Id: ContextSupport.java 1157 2006-06-03 20:07:37Z elharo $

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* $Id: Expr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: DefaultPathExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultPathExpr.java
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/*
$Id: DefaultNameStep.java 1290 2007-04-17 01:26:35Z bewins $

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* $Id: SumFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1232 $
* $Date: 2006-11-08 08:37:59 -0800 (Wed, 08 Nov 2006) $
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* $Id: FunctionCallExpr.java 1232 2006-11-08 16:37:59Z elharo $
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* $Id: LogicalExpr.java 1252 2006-11-09 16:21:05Z elharo $
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*
* $Id: DocumentNavigator.java 1171 2006-07-03 13:17:30Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/dom4j/DocumentNavigator.java
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* $Header$
* $Revision: 1226 $
* $Date: 2006-11-08 07:44:33 -0800 (Wed, 08 Nov 2006) $
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* $Id: ProcessingInstructionNodeStep.java 1226 2006-11-08 15:44:33Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/ProcessingInstructionNodeStep.java
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* $Id: NodeTypeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/NodeTypeTest.java
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* $Id: NameFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/NameFunction.java
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* $Header$
* $Revision: 1159 $
* $Date: 2006-06-03 13:25:34 -0700 (Sat, 03 Jun 2006) $
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* $Id: UnresolvableException.java 1159 2006-06-03 20:25:34Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/UnresolvableException.java
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* $Header$
* $Revision: 1251 $
* $Date: 2006-11-09 08:11:38 -0800 (Thu, 09 Nov 2006) $
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* $Id: DefaultXPathFactory.java 1251 2006-11-09 16:11:38Z elharo $
*/
```

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultXPathFactory.java
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```
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* $Header$
* $Revision: 1334 $
* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: XPathLexer.java 1334 2008-11-29 17:58:48Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/base/XPathLexer.java
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* $Revision: 1128 $
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* $Id: AnyNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/AnyNodeTest.java
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* $Id: NotFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: TrueFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/TrueFunction.java
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* $Id: AdditiveExpr.java 1252 2006-11-09 16:21:05Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/JaxenConstants.java
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/*
$Id: IterableChildAxis.java 1162 2006-06-03 20:52:26Z elharo $

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* $Id: Step.java 1268 2006-12-10 15:32:14Z elharo $
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Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/Step.java
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/*
* $Header$
* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $

```
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*
* $Id: DefaultCommentNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultCommentNodeStep.java
```

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* $Header$
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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```

* $Id: LocationPathPattern.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/LocationPathPattern.java
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* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: DOMXPath.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/dom/DOMXPath.java
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* $Header$
* $Revision: 1258 $
* $Date: 2006-11-13 14:38:17 -0800 (Mon, 13 Nov 2006) $
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* $Id: PredicateSet.java 1258 2006-11-13 22:38:17Z elharo $
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* $Id: IterableNamespaceAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableNamespaceAxis.java
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$Id: XPath.java 1304 2007-05-02 15:00:13Z elharo $

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* $Revision: 1334 $
* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: TokenTypes.java 1334 2008-11-29 17:58:48Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/base/TokenTypes.java
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* $Id: IterableDescendantAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableDescendantAxis.java
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* $Revision: 1370 $
* $Date: 2012-05-06 19:52:12 -0400 (Sun, 06 May 2012) $
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* $Id: NamespaceNode.java 1370 2012-05-06 23:52:12Z elharo $
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* $Id: DefaultLogicalExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: IterableFollowingAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: RelationalExpr.java 1252 2006-11-09 16:21:05Z elharo $
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* $Id: DefaultUnionExpr.java 1261 2006-11-30 18:49:27Z elharo $
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*
```

* $Id: DefaultGreaterThanEqualExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultGreaterThanEqualExpr.java
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* $Revision: 1128 $
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* $Id: TextNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/TextNodeTest.java
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* $Id: XPathNamespace.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/jdom/XPathNamespace.java
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/*
$Id: DocumentNavigator.java 1161 2006-06-03 20:36:00Z elharo $

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* $Id: NamespaceTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/NamespaceTest.java
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* $Header$
* $Revision: 1257 $
* $Date: 2006-11-13 14:10:09 -0800 (Mon, 13 Nov 2006) $
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* $Id: PrecedingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/PrecedingAxisIterator.java
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* $Header$
* $Revision: 1261 $
* $Date: 2006-11-30 10:49:27 -0800 (Thu, 30 Nov 2006) $
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* $Id: DefaultAndExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultAndExpr.java
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* $Id: DocumentFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: LangFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1160 $
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* $Id: UnsupportedAxisException.java 1160 2006-06-03 20:26:02Z elharo $
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* $Header$
* $Revision: 1253 $
* $Date: 2006-11-09 08:39:19 -0800 (Thu, 09 Nov 2006) $
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* $Id: SingletonList.java 1253 2006-11-09 16:39:19Z elharo $
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* $Header$
* $Revision: 1156 $
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* $Id: DocumentNavigator.java 1156 2006-06-03 20:04:05Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/xom/DocumentNavigator.java
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* $Id: SimpleVariableContext.java 1159 2006-06-03 20:25:34Z elharo $
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*
* $Id: FunctionContext.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/FunctionContext.java
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* $Header$
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: XPathReader.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/XPathReader.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: CeilingFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/function/CeilingFunction.java
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/*
* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
*
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*
* $Id: IterablePrecedingSiblingAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterablePrecedingSiblingAxis.java
No license file was found, but licenses were detected in source scan.

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* $Header$
* $Revision: 1128 $
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* $Id: NodeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/NodeTest.java
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/*
* $Header$
* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: JaxenException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/JaxenException.java
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/*
* $Header$
* $Revision: 1179 $
* $Date: 2006-07-16 04:07:25 -0700 (Sun, 16 Jul 2006) $
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* $Id: FunctionCallException.java 1179 2006-07-16 11:07:25Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/FunctionCallException.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $

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* $Id: EndsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ext/EndsWithFunction.java
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```
/*
* $Header$
* $Revision: 1248 $
* $Date: 2006-11-08 11:20:29 -0800 (Wed, 08 Nov 2006) $
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* $Id: VariableReferenceExpr.java 1248 2006-11-08 19:20:29Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/VariableReferenceExpr.java
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/*
$Id: NamedAccessNavigator.java 1128 2006-02-05 21:49:04Z elharo $

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/*
* $Header$

```
* $Revision: 1364 $
* $Date: 2011-07-30 05:46:45 -0400 (Sat, 30 Jul 2011) $
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* $Id: DocumentNavigator.java 1364 2011-07-30 09:46:45Z elharo $
*/
```

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* $Revision: 1261 $
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* $Id: DefaultMultiplyExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultMultiplyExpr.java
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* $Id: DefaultMultiplicativeExpr.java 1128 2006-02-05 21:49:04Z elharo $
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*
* $Id: DefaultDivExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultDivExpr.java
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/*
* $Header$
* $Revision: 1198 $
* $Date: 2006-09-21 04:48:05 -0700 (Thu, 21 Sep 2006) $
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* $Id: DocumentNavigator.java 1198 2006-09-21 11:48:05Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/jdom/DocumentNavigator.java
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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: DescendantOrSelfAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/DescendantOrSelfAxisIterator.java
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* $Header$
* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: JavaBeanXPath.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/javabean/JavaBeanXPath.java
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* $Revision: 1128 $
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* $Id: UpperFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/ext/UpperFunction.java
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* $Id: PositionFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/PositionFunction.java
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```
* $Header$
* $Revision: 1325 $
* $Date: 2008-04-26 18:55:05 -0700 (Sat, 26 Apr 2008) $
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* $Id: MultiplicativeExpr.java 1325 2008-04-27 01:55:05Z elharo $
*/
```

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/MultiplicativeExpr.java
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```
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* $Header$
* $Revision: 1273 $
* $Date: 2007-01-03 12:47:42 -0800 (Wed, 03 Jan 2007) $
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* $Id: DefaultLiteralExpr.java 1273 2007-01-03 20:47:42Z elharo $
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* $Id: DefaultXPathHandler.java 1128 2006-02-05 21:49:04Z elharo $
*/
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Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/helpers/DefaultXPathHandler.java
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* $Revision: 1128 $
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* $Id: NoNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/NoNodeTest.java
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* $Id: Token.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/base/Token.java
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* $Id: SAXPathEventSource.java 1128 2006-02-05 21:49:04Z elharo $
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Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/saxpath/SAXPathEventSource.java
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* $Revision: 1162 $
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* $Id: IterableParentAxis.java 1162 2006-06-03 20:52:26Z elharo $
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*
* $Id: LastFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /jaxen-1-1-6-sources-jar/org/jaxen/function/LastFunction.java
No license file was found, but licenses were detected in source scan.

/*
* $Header$
* $Revision: 1225 $
* $Date: 2006-11-08 07:42:39 -0800 (Wed, 08 Nov 2006) $
*
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* $Id: AllNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/AllNodeStep.java
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/*

```
* $Header$
* $Revision: 1236 $
* $Date: 2006-11-08 09:10:02 -0800 (Wed, 08 Nov 2006) $
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* $Id: NameStep.java 1236 2006-11-08 17:10:02Z elharo $
*/
```

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/NameStep.java
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```
/*
* $Header$
* $Revision: 1279 $
* $Date: 2007-01-06 04:21:12 -0800 (Sat, 06 Jan 2007) $
*
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* $Id: DefaultProcessingInstructionNodeStep.java 1279 2007-01-06 12:21:12Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultProcessingInstructionNodeStep.java
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/*
* $Header$
* $Revision: 1306 $
* $Date: 2007-05-02 08:04:46 -0700 (Wed, 02 May 2007) $
*
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* $Id: XPathExpr.java 1306 2007-05-02 15:04:46Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/XPathExpr.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: CountFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/CountFunction.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: DefaultExpr.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultExpr.java
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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableSelfAxis.java
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* $Header$
* $Revision: 1241 $
* $Date: 2006-11-08 10:07:25 -0800 (Wed, 08 Nov 2006) $
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* $Id: Predicated.java 1241 2006-11-08 18:07:25Z elharo $
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* $Id: PatternHandler.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/PatternHandler.java
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/*
* $Header$
* $Revision: 1335 $
* $Date: 2008-11-30 06:20:38 -0800 (Sun, 30 Nov 2008) $
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* $Id: DefaultTruthExpr.java 1335 2008-11-30 14:20:38Z elharo $
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/*
* $Header$
* $Revision: 1255 $

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* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: DescendantAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/
```

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/DescendantAxisIterator.java
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* $Revision: 1128 $
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```

*
* $Id: SubstringAfterFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/function/SubstringAfterFunction.java
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/*
* $Header$
* $Revision: 1132 $
* $Date: 2006-03-30 05:53:11 -0800 (Thu, 30 Mar 2006) $
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*
* $Id: JaxenHandler.java 1132 2006-03-30 13:53:11Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/JaxenHandler.java
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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: AncestorOrSelfAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/util/AncestorOrSelfAxisIterator.java
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* $Header$
* $Revision: 1396 $
* $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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* $Id: DefaultLessThanExpr.java 1396 2013-01-13 12:22:49Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultLessThanExpr.java
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* $Revision: 1128 $
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* $Id: AnyChildNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /jaxen-1-1-6-sources-jar/org/jaxen/pattern/AnyChildNodeTest.java
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* $Id: BooleanFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/function/BooleanFunction.java
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* $Id: XPathHandler.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultArithExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultArithExpr.java
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* $Header$
* $Revision: 1396 $

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* $Id: DefaultLessThanEqualExpr.java 1396 2013-01-13 12:22:49Z elharo $
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* $Header$
* $Revision: 1225 $
* $Date: 2006-11-08 07:42:39 -0800 (Wed, 08 Nov 2006) $
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* $Id: CommentNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
*/

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/*
* $Header$
* $Revision: 1367 $
* $Date: 2012-05-05 12:31:33 -0400 (Sat, 05 May 2012) $
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* $Id: DefaultVariableReferenceExpr.java 1367 2012-05-05 16:31:33Z elharo $
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* $Id: DefaultNavigator.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: UnionExpr.java 1228 2006-11-08 16:00:22Z elharo $
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* $Id: DefaultNotEqualsExpr.java 1396 2013-01-13 12:22:49Z elharo $
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* $Id: DefaultOrExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Header$
* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: NameTest.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableAncestorOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* $Revision: 1128 $
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* $Id: NormalizeSpaceFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Header$
* $Revision: 1337 $
* $Date: 2008-12-02 17:58:10 -0800 (Tue, 02 Dec 2008) $
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* $Id: XPathFactory.java 1337 2008-12-03 01:58:10Z elharo $
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* /jaxen-1-1-6-sources-jar/org/jaxen/expr/XPathFactory.java
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* $Id: IterableAncestorAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: DefaultTextNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
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1.798 hk2-runlevel 3.0.6

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Source Code

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* https://github.com/eclipse-ee4j/glassfish-ha-api
* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
* https://github.com/eclipse-ee4j/glassfish-shoal
* https://github.com/eclipse-ee4j/glassfish-cdi-porting-tck
* https://github.com/eclipse-ee4j/glassfish-jsftemplating
* https://github.com/eclipse-ee4j/glassfish-hk2-extra
* https://github.com/eclipse-ee4j/glassfish-hk2
* https://github.com/eclipse-ee4j/glassfish-fighterfish

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1.799 xmlschema 2.1.0

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1.800 protobuf 1.5.4

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1.801 antlr-complete 3.5.2

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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
import org.stringtemplate.v4.*;
import java.util.HashMap;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
/* ST returnScope.ruleReturnMembers -- empty */
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.memvars()
 ::= <<
ST *st;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.properties() ::= <<
@property (retain) ST *st;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.methodsDecl() ::= <<
- (ST *)getTemplate;
- (NSString *)toString;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.synthesize() ::= <<
@synthesize st;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturn.methods() ::= <<
- (ST *)getTemplate { return st; }
- (NSString *)toString { return st==nil?nil:[st render]; }
>>

@genericParser.members() ::= <<
```

```
<@super.members()>
STGroup *templateLib = [STGroup newSTGroup];

- (void)setTemplateLib:(STGroup *)aTemplateLib
{
  self.templateLib = aTemplateLib;
}

- (STGroup *)getTemplateLib
{
  return templateLib;
}
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty
 now */
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties() ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
>>

@genericParser.synthesize() ::= <<
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
```

```
  return templateLib;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup *templateLib = [STGroup newSTGroup];

- (STGroup *) getTemplateLib
{
 return templateLib;
}

- (void) setTemplateLib:(STGroup *) templateLib
{
 this.templateLib = templateLib;
}

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, { [<label> getTemplate]; })>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
  [([(TokenRewriteStream)input getTokenStream])
  replaceFromIndex:[[input getTreeAdaptor] getTokenStartIndex:retval.start]
```

```
  ToIndex:[[input getTreeAdaptor] getTokenStopIndex:retval.start]
  Text:[retval.st render]];
<else>
  [((TokenRewriteStream)input)
  replaceFromIndex:[((Token)retval.start)
 getTokenIndex]
  ToIndex:[input LT:-1] getTokenIndex]
  Text:[retval.st render]];
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
// <alt.description>
<if(alt.pred)>
if (<alt.pred>) {
  retval.st = <alt.alt>;
}<\n>
<else>
{
  retval.st = <alt.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
nil;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
<if(args)><args:{a | []><endif>
[templateLib getInstanceOf:@"<name>"]
 <if(args)><args:{a | add:@"<a.name>" value:<a.value>]}><endif>;
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
<if(args)><args:{a | []><endif>
[templateLib getInstanceOf:<expr>];
<if(args)><args:{a
 | add:@"<a.name>" value:<a.value>]}><endif>;
%>
```

```
/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
<if(args)><args:{a | []><endif>
[ST newST:templateLib template:"<template>"]
 <if(args)><args:{a |  add:@"<a.name>" <a.value>]}><endif>;
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
[(<st>) setAttribute:@"<attrName>" value:<expr>];
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
[ST newST:templateLib template:<stringExpr>];
>>
```

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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the format that mimicks GCC output.
*/

group gnu;

location(file, line, column) ::= "<file>:<line>:"

message(id, text) ::= "<text> (<id>)"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

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*/

asTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "Number":"0.0",
 "Boolean":"false",
 default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode,
 profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
package<if(actions.(actionScope).package)> <actions.(actionScope).package><endif> {
   <actions.(actionScope).header>
   <@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
   import org.antlr.runtime.tree.*;
<endif>
   <@end>

   <docComment>
   <recognizer>
}
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="Token",
     superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
><@end><endif> {
```

```
  <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">
  <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
  <actions.lexer.members>

   // delegates
  <grammar.delegates:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:CharStream = null, state:RecognizerSharedState = null) {
      super(input, state);
      <cyclicDFAs:cyclicDFACtor()>
<if(memoize)>
<if(grammar.grammarIsRoot)>
      this.state.ruleMemo = new Array(<numRules>+1);<\n> <! index from 1..n !>
<endif>
<endif>
      <grammar.directDelegates:
       {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this,
input, this.state);}; separator="\n">
      <grammar.delegators:
       {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
       <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
  public override function get grammarFileName():String { return "<fileName>"; }

<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
```

```
filteringNextToken() ::= <<
public override function nextToken():Token {
  while (true) {
    if ( input.LA(1)==CharStreamConstants.EOF ) {
       return TokenConstants.EOF_TOKEN;
    }
    this.state.token = null;
   this.state.channel = TokenConstants.DEFAULT_CHANNEL;

    this.state.tokenStartCharIndex = input.index;
    this.state.tokenStartCharPositionInLine = input.charPositionInLine;
    this.state.tokenStartLine = input.line;
   this.state.text = null;
    try {
       var m:int = input.mark();
       this.state.backtracking=1; <! means we won't throw slow exception !>
       this.state.failed=false;
       mTokens();
       this.state.backtracking=0;
       <! mTokens backtracks with synpred at backtracking==2
          and we set the synpredgate to allow actions at level 1. !>
       if ( this.state.failed ) {
          input.rewindTo(m);
          input.consume(); <! advance one char and try again !>
       }
       else {
          emit();
          return this.state.token;
       }
    }
    catch (re:RecognitionException) {
       // shouldn't happen in backtracking mode, but...
       reportError(re);
        recover(re);
    }
  }
  // Not reached - For ActionScript compiler
  throw new Error();
}

public override function memoize(input:IntStream,
 ruleIndex:int,
 ruleStartIndex:int):void
{
if ( this.state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public override function alreadyParsedRule(input:IntStream, ruleIndex:int):Boolean {
```

```
if ( this.state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "this.state.backtracking==0"

filteringActionGate() ::= "this.state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass
><@end><endif>
 {
<if(grammar.grammarIsRoot)>
  public static const tokenNames:Array = [
     "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
  ];<\n>
<endif>
  <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">

  // delegates
  <grammar.delegates: {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n">
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

  <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
  <@members>
 <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
}>input:<inputStreamType>, state:RecognizerSharedState = null) {
     super(input, state);

   <cyclicDFAs:cyclicDFACtor()>
     <parserCtorBody()>
     <grammar.directDelegates:
      {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this,
input, this.state);}; separator="\n">
     <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
     <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
```

```
  <@end>

  public override function get tokenNames():Array { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
  public override function get grammarFileName():String { return "<fileName>"; }

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
    // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor|
     public function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()>
 { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">); \}}; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                  words64=it.bits)>}>
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array(<length(grammar.allImportedRules)>+1);<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType="Object",
superClass="Parser", labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames,
 rules, numRules,
         bitsets, "TokenStream", superClass,
         labelType, members, "Token",
         false, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
```

```
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
        superClass="TreeParser", members={<actions.treeparser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization
 stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public final function <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>):void {
  <ruleLabelDefs()>
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  try {
     <block>
  }
  finally {
     traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final function <name>():Boolean {
  this.state.backtracking++;
  <@start()>
  var start:int = input.mark();
  try {
     <name>_fragment(); // can never throw exception
  } catch (re:RecognitionException) {
     trace("impossible: "+re);
```

```
  }
  var success:Boolean = !this.state.failed;
  input.rewindTo(start);
   <@stop()>
  this.state.backtracking--;
  this.state.failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( this.state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.failed) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.backtracking>0) {this.state.failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
//
 $ANTLR start <ruleName>
// <fileName>:<description>
public final function <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  try {
     <ruleMemoization(name=ruleName)>
```

```
      <block>
      <ruleCleanUp()>
      <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  catch (re:RecognitionException) {
      reportError(re);
      recoverStream(input,re);
      <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
      <memoize()>
       <ruleScopeCleanUp()>
      <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
// $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
var retval:<returnType()> = new <returnType()>();
retval.start = input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
var <a.name>:<a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
var <ruleDescriptor.name>_StartIndex:int = input.index;
```

```
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new Object());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new Object());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs()
 ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>:RuleReturnScope = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |var <it.label.text>:int;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |var list_<it.label.text>:Array=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
```

```
<endif>
%>

ruleCleanUp()
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this.state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start <ruleName>
public final function m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>):void {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
    <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block><\n>
<else>
    var _type:int = <ruleName>;
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    this.state.type = _type;
    this.state.channel = _channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
```

```
  finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  }
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
public override function mTokens():void {
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives
 */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>
```

```
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>:int=0;
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
    if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
    <ruleBacktrackFailure()>
        throw new EarlyExitException(<decisionNumber>, input);
        <! Need to add support for earlyExitException debug hook !>
  }
  cnt<decisionNumber>++;
} while (true);
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)*
```

```
 block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
do {
   var alt<decisionNumber>:int=<maxAlt>;
   <@predecision()>
   <decision>
   <@postdecision()>
   switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i, a)>}>
 default :
     break loop<decisionNumber>;
   }
} while (true);
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum>
 :
   <@prealt()>
   <alt>
   break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
```

```
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=<labelType>(<endif>matchStream(input,<token>,FOLLOW_<token>_in_<ruleName><element
Index>)<if(label)>)<endif>; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem)
 ::= <<
if (list_<label>==null) list_<label>=new Array();
list_<label>.push(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
```

```
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);<\n>
<else>
<label>=<labelType>(input.LT(1));<\n>
<endif>
<endif>
if ( <s> ) {
  input.consume();
  <postmatchCode>
<if(!LEXER)>
  this.state.errorRecovery=false;
<endif>
  <if(backtracking)>this.state.failed=false;<endif>
}
else {
  <ruleBacktrackFailure()>
  <@mismatchedSetException()>
<if(LEXER)>
  throw recover(new MismatchedSetException(null,input));<\n>
<else>
   throw new MismatchedSetException(null,input);
  <! use following code to make it recover inline; remove throw mse;
  recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
  !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
var <label>Start:int = charIndex;
matchString(<string>); <checkRuleBacktrackFailure()>
var <label>StartLine<elementIndex>:int = line;
```

```
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
matchString(<string>);
 <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=<labelType>(input.LT(1));<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*
* GMS: Note:  do not use post-decrement operator!  ASC produces
 bad code for exceptions in this case.
*      See: https://bugs.adobe.com/jira/browse/ASC-3625
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
```

<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
state._fsp = state._fsp - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
*
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args;
 separator=", ">); <checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
match(EOF); <checkRuleBacktrackFailure()>

```
var <label>:<labelType>
 = CommonToken.createFromStream(input, EOF, TokenConstants.DEFAULT_CHANNEL,
<label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "var <recRuleArg()>:int"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
   <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
```

```
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new
 NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException() !>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"
```

```
/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
  <! Need to add hook for noViableAltException !>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
```

```
<labels:{it |case <it>:}; separator="\n">
  {
  <targetState>
  }
  break;
>>

// C y c l i
 c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

cyclicDFACtor(dfa) ::= <<

dfa<dfa.decisionNumber> = new DFA(this, <dfa.decisionNumber>,
        "<dfa.description>",
        DFA<dfa.decisionNumber>_eot, DFA<dfa.decisionNumber>_eof, DFA<dfa.decisionNumber>_min,
        DFA<dfa.decisionNumber>_max, DFA<dfa.decisionNumber>_accept, DFA<dfa.decisionNumber>_special,
        DFA<dfa.decisionNumber>_transition<if(dfa.specialStateSTs)>,
DFA<dfa.decisionNumber>_specialStateTransition<endif>);

>>
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java
 puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<

private const DFA<dfa.decisionNumber>_eot:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOT; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_eof:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOF; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_min:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMin; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_max:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMax; wrap="\"+\n    \"">", true);
private const DFA<dfa.decisionNumber>_accept:Array =
```

```
  DFA.unpackEncodedString("<dfa.javaCompressedAccept; wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_special:Array =
  DFA.unpackEncodedString("<dfa.javaCompressedSpecial;
 wrap="\"+\n    \"">");
private const DFA<dfa.decisionNumber>_transition:Array = [
      <dfa.javaCompressedTransition:{s|DFA.unpackEncodedString("<s; wrap="\"+\n\"">")}; separator=",\n">
];
<if(dfa.specialStateSTs)>
  private function DFA<dfa.decisionNumber>_specialStateTransition(dfa:DFA, s:int, _input:IntStream):int {
      <if(LEXER)>
      var input:IntStream = _input;
      <endif>
      <if(PARSER)>
      var input:TokenStream = TokenStream(_input);
      <endif>
      <if(TREE_PARSER)>
      var input:TreeNodeStream = TreeNodeStream(_input);
      <endif>
   var _s:int = s;
      switch ( s ) {
      <dfa.specialStateSTs:{state |
      case <i0> : <! compressed special state numbers 0..n-1 !>
         <state>}; separator="\n">
      }
<if(backtracking)>
      if (this.state.backtracking>0) {this.state.failed=true; return -1;}<\n>
<endif>
      throw dfa.error(new NoViableAltException(dfa.description, <dfa.decisionNumber>,
 _s, input));
  }<\n>
<endif>

protected var dfa<dfa.decisionNumber>:DFA;  // initialized in constructor

>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
var index<decisionNumber>_<stateNumber>:int = input.index;
input.rewind();<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
```

```
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
 {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lowerAsInt> && LA<decisionNumber>_<stateNumber>
 \<= <upperAsInt>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >=
<lowerAsInt> && input.LA(<k>) \<= <upperAsInt>)"
```

```
setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

returnStructName() ::= "<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>
```

```
delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<asTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>:<ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <returnType()> extends <if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
 {
   <scope.attributes:{it |public <it.decl>;}; separator="\n">
   <@ruleReturnMembers()>
};
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.name>:<it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name>
<else>
<if(index)>
<scope>_stack[<index>].<attr.name>
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name>
<endif>
```

```
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name> =<expr>;
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with
 dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.values.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
```

```
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure
 the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.tokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int(<scope>.text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?<ASTLabelType>(<scope>.tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(<scope>!=null?(input.tokenStream.toStringWithRange(
  input.treeAdaptor.getTokenStartIndex(<scope>.start),
 input.treeAdaptor.getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toStringWithTokenRange(<scope>.start,<scope>.stop):null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.st:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.lien:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.charPositionInLine:0)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.tokenIndex:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.text:null)"
```

```
lexerRuleLabelPropertyRef_int(scope,attr)
 ::=
   "(<scope>!=null?int(<scope>.text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType>(retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType>(retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "<ASTLabelType>(retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.tokenStream.toStringWithRange(
 input.treeAdaptor.getTokenStartIndex(retval.start),
 input.treeAdaptor.getTokenStopIndex(retval.start))
<else>
input.toStringWithTokenRange(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined
 token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(charIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"
```

```
// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static const <name>:BitSet = new BitSet([<words64:{it |<it>};separator=", ">]);<\n>
>>

codeFileExtension() ::=
 ".as"

true_value() ::= "true"
false_value() ::= "false"
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ActionScript/ActionScript.stg
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* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/ActionEvaluatorTokenTypes.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/DefaultTemplateLexer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/InterfaceParserTokenTypes.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/ActionLexer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/InterfaceLexer.java
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* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/ActionEvaluator.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/GroupParserTokenTypes.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/AngleBracketTemplateLexerTokenTypes.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/InterfaceParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/TemplateParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/ActionParserTokenTypes.java
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
group gUnitTestResult;

testResult(title, num_of_test, num_of_failure, failure, has_invalid, num_of_invalid, invalid) ::= <<

<title> with <num_of_test> tests

<num_of_failure> failures found:
<failure:{<it.header>
expected: <it.expectedResult>
actual: <it.actualResult>

}>
<if(has_invalid)>
<num_of_invalid>
 invalid inputs found:
<invalid:{<it.header>
invalid input: <it.actual>
}>
<endif>

Tests run: <num_of_test>, Failures: <num_of_failure>

>>

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Python by code generator.
*/
group ASTDbg;

astAccessor() ::= <<
def setTreeAdaptor(self, adaptor):
<if(grammar.grammarIsRoot)>
  self._adaptor = DebugTreeAdaptor(self.dbg, adaptor)
<else>
  self._adaptor = adaptor # delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(self._adaptor)}>

def
 getTreeAdaptor(self):
  return self._adaptor

adaptor = property(getTreeAdaptor, setTreeAdaptor)<\n>
>>

createListenerAndHandshake() ::= <<
proxy = DebugEventSocketProxy(self,
adaptor=<if(TREE_PARSER)>self.input.getTreeAdaptor()<else>self._adaptor<endif>,
                      debug=debug_socket, port=port)
self.setDebugListener(proxy)
self.adaptor.setDebugListener(proxy)
self.input.setDebugListener(proxy)
#self.set<inputStreamType>(Debug<inputStreamType>(self.input, proxy))
proxy.handshake()
>>

@rewriteElement.pregen() ::= "self._dbg.location(<e.line>, <e.pos>)"

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*/

tree grammar CodeGenerator;

options {
 language=Java;
 tokenVocab=STParser;
 ASTLabelType=CommonTree;
}

@header {
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```

```
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*/
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;
}

@members {
 String outermostTemplateName; // name of overall template
 CompiledST outermostImpl;
 Token templateToken;   // overall template token
 String template;      // overall template text
 ErrorManager errMgr;
 public CodeGenerator(TreeNodeStream input, ErrorManager errMgr, String name, String template, Token
templateToken) {
  this(input, new RecognizerSharedState());
  this.errMgr = errMgr;
  this.outermostTemplateName = name;
  this.template = template;
  this.templateToken = templateToken;
 }

 // convience funcs to hide offensive sending of emit messages to
 // CompilationState
 temp data object.

 public void emit1(CommonTree opAST, short opcode, int arg) {
  $template::state.emit1(opAST, opcode, arg);
 }
 public void emit1(CommonTree opAST, short opcode, String arg) {
  $template::state.emit1(opAST, opcode, arg);
 }
 public void emit2(CommonTree opAST, short opcode, int arg, int arg2) {
  $template::state.emit2(opAST, opcode, arg, arg2);
 }
```

```
 public void emit2(CommonTree opAST, short opcode, String s, int arg2) {
  $template::state.emit2(opAST, opcode, s, arg2);
 }
   public void emit(CommonTree opAST, short opcode) {
  $template::state.emit(opAST, opcode);
 }
 public void insert(int addr, short opcode, String s) {
  $template::state.insert(addr, opcode, s);
 }
 public void setOption(CommonTree id) {
  $template::state.setOption(id);
 }
 public void write(int addr, short value) {
  $template::state.write(addr,value);
 }
 public int address() { return $template::state.ip; }
 public void func(CommonTree id) { $template::state.func(templateToken,
 id); }
 public void refAttr(CommonTree id) { $template::state.refAttr(templateToken, id); }
 public int defineString(String s) { return $template::state.defineString(s); }
}

templateAndEOF : template[null,null] EOF; // hush warning; ignore

template[String name, List<FormalArgument> args] returns [CompiledST impl]
scope {
   CompilationState state; // automatically get a new state pointer per invocation
}
@init {
 $template::state = new CompilationState(errMgr, name, input.getTokenStream());
 $impl = $template::state.impl;
 if ( $template.size() == 1 ) outermostImpl = $impl;
 $impl.defineFormalArgs($args); // make sure args are defined prior to compilation
 if ( name!=null && name.startsWith(Compiler.SUBTEMPLATE_PREFIX) ) {
     $impl.addArg(new FormalArgument("i"));
     $impl.addArg(new FormalArgument("i0"));
   }
 $impl.template = template; // always forget the entire template; char indexes are relative to it
}
 : chunk
  { // finish off
 the CompiledST result
       if ( $template::state.stringtable!=null ) $impl.strings = $template::state.stringtable.toArray();
       $impl.codeSize = $template::state.ip;
  }
 ;

chunk
```

```
 : element*
 ;

element
 : ^(INDENTED_EXPR INDENT compoundElement[$INDENT]) // ignore indent in front of IF and region blocks
 | compoundElement[null]
 | ^(INDENTED_EXPR INDENT {$template::state.indent($INDENT);} singleElement
{$template::state.emit(Bytecode.INSTR_DEDENT);})
 | singleElement
 ;

singleElement
 : exprElement
 | TEXT
  {
  if ( $TEXT.text.length()>0 ) {
   emit1($TEXT,Bytecode.INSTR_WRITE_STR, $TEXT.text);
  }
  }

 | NEWLINE {emit($NEWLINE, Bytecode.INSTR_NEWLINE);}
 ;

compoundElement[CommonTree indent]
 : ifstat[indent]
 | region[indent]
 ;

exprElement
@init { short op = Bytecode.INSTR_WRITE; }
 : ^( EXPR expr (exprOptions {op=Bytecode.INSTR_WRITE_OPT;})? )
  {
  /*
  CompilationState state = $template::state;
  CompiledST impl = state.impl;
  if
 ( impl.instrs[state.ip-1] == Bytecode.INSTR_LOAD_LOCAL ) {
   impl.instrs[state.ip-1] = Bytecode.INSTR_WRITE_LOCAL;
  }
  else {
   emit($EXPR, op);
  }
  */
  emit($EXPR, op);
  }
 ;

region[CommonTree indent] returns [String name]
```

```
@init {
 if ( indent!=null ) $template::state.indent(indent);
}
@after {
 if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
 : ^( REGION ID
   {$name = STGroup.getMangledRegionName(outermostTemplateName, $ID.text);}
   template[$name,null]
   {
   CompiledST sub = $template.impl;
        sub.isRegion = true;
        sub.regionDefType = ST.RegionType.EMBEDDED;
        sub.templateDefStartToken = $ID.token;
   //sub.dump();
   outermostImpl.addImplicitlyDefinedTemplate(sub);
   emit2($start, Bytecode.INSTR_NEW, $region.name, 0);
   emit($start, Bytecode.INSTR_WRITE);
   }
   )
 ;

subtemplate returns [String name, int nargs]
@init {
   $name = Compiler.getNewSubtemplateName();
 List<FormalArgument>
 args = new ArrayList<FormalArgument>();
}
 : ^( SUBTEMPLATE
   (^(ARGS (ID {args.add(new FormalArgument($ID.text));})+))*
   {$nargs = args.size();}
   template[$name,args]
   {
   CompiledST sub = $template.impl;
   sub.isAnonSubtemplate = true;
        sub.templateDefStartToken = $SUBTEMPLATE.token;
          sub.ast = $SUBTEMPLATE;
          sub.ast.setUnknownTokenBoundaries();
          sub.tokens = input.getTokenStream();
   //sub.dump();
   outermostImpl.addImplicitlyDefinedTemplate(sub);
   }
   )
 | SUBTEMPLATE // {}
   {
   CompiledST sub = new CompiledST();
   sub.name = $name;
   sub.template = "";
```

```
  sub.addArg(new FormalArgument("i"));
  sub.addArg(new FormalArgument("i0"));
  sub.isAnonSubtemplate = true;
        sub.templateDefStartToken = $SUBTEMPLATE.token;
         sub.ast = $SUBTEMPLATE;
         sub.ast.setUnknownTokenBoundaries();
         sub.tokens = input.getTokenStream();
  //sub.dump();
  outermostImpl.addImplicitlyDefinedTemplate(sub);
  }
 ;

ifstat[CommonTree
 indent]
@init {
  /** Tracks address of branch operand (in code block).  It's how
   *  we backpatch forward references when generating code for IFs.
   */
  int prevBranchOperand = -1;
  /** Branch instruction operands that are forward refs to end of IF.
   *  We need to update them once we see the endif.
   */
  List<Integer> endRefs = new ArrayList<Integer>();
  if ( indent!=null ) $template::state.indent(indent);
}
@after {
 if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
 : ^( i='if' conditional
  {
       prevBranchOperand = address()+1;
       emit1($i,Bytecode.INSTR_BRF, -1); // write placeholder as branch target
  }
  chunk
  ( ^(eif='elseif'
   {
   endRefs.add(address()+1);
   emit1($eif,Bytecode.INSTR_BR, -1); // br end
   // update previous branch instruction
   write(prevBranchOperand, (short)address());
   prevBranchOperand = -1;
   }
   ec=conditional
   {

      prevBranchOperand = address()+1;
        // write placeholder as branch target
        emit1($ec.start, Bytecode.INSTR_BRF, -1);
```

```
   }
   chunk
   )
  )*
  ( ^( el='else'
    {
    endRefs.add(address()+1);
    emit1($el, Bytecode.INSTR_BR, -1); // br end
    // update previous branch instruction
    write(prevBranchOperand, (short)address());
    prevBranchOperand = -1;
    }
    chunk
    )
  )?
  )
  {
  if ( prevBranchOperand>=0 ) {
   write(prevBranchOperand, (short)address());
  }
      for (int opnd : endRefs) write(opnd, (short)address());
  }
 ;

conditional
 : ^(OR conditional conditional)  {emit($OR, Bytecode.INSTR_OR);}
 | ^(AND conditional conditional)  {emit($AND, Bytecode.INSTR_AND);}
 | ^(BANG conditional)     {emit($BANG, Bytecode.INSTR_NOT);}
 | expr // not all expr are valid, but reuse code gen (parser restricts syntax)
 ;

exprOptions : {emit($start, Bytecode.INSTR_OPTIONS);}
 ^(OPTIONS option*) ;

option : ^('=' ID expr) {setOption($ID);} ;

expr
@init {int nt = 0, ne = 0;}
 : ^(ZIP ^(ELEMENTS (expr {ne++;})+) mapTemplateRef[ne])
  {emit1($ZIP, Bytecode.INSTR_ZIP_MAP, ne);}
 | ^(MAP expr (mapTemplateRef[1] {nt++;})+)
  {
  if ( nt>1 ) emit1($MAP, nt>1?Bytecode.INSTR_ROT_MAP:Bytecode.INSTR_MAP, nt);
  else emit($MAP, Bytecode.INSTR_MAP);
  }
 | prop
 | includeExpr
 ;
```

```
prop: ^(PROP expr ID)      {emit1($PROP, Bytecode.INSTR_LOAD_PROP, $ID.text);}
 | ^(PROP_IND expr expr)    {emit($PROP_IND, Bytecode.INSTR_LOAD_PROP_IND);}
 ;

mapTemplateRef[int num_exprs]
 : ^( INCLUDE ID
   {for (int i=1; i<=$num_exprs; i++) emit($INCLUDE,Bytecode.INSTR_NULL);}
   args
  )
  {
  if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
  if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $ID.text);
  else emit2($INCLUDE, Bytecode.INSTR_NEW, $ID.text, $args.n+$num_exprs);
  }
 | subtemplate
  {
  if ( $subtemplate.nargs
 != $num_exprs ) {
         errMgr.compileTimeError(ErrorType.ANON_ARGUMENT_MISMATCH,
              templateToken, $subtemplate.start.token, $subtemplate.nargs, $num_exprs);
  }
  for (int i=1; i<=$num_exprs; i++) emit($subtemplate.start,Bytecode.INSTR_NULL);
      emit2($subtemplate.start, Bytecode.INSTR_NEW,
            $subtemplate.name,
            $num_exprs);
  }

 | ^( INCLUDE_IND expr
   {
   emit($INCLUDE_IND,Bytecode.INSTR_TOSTR);
   for (int i=1; i<=$num_exprs; i++) emit($INCLUDE_IND,Bytecode.INSTR_NULL);
   }
   args
   {
   emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n+$num_exprs);
   }
   )
 ;

includeExpr
 : ^(EXEC_FUNC ID expr?)  {func($ID);}
 | ^(INCLUDE ID args)
  {
  if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
  if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $ID.text);
  else emit2($INCLUDE, Bytecode.INSTR_NEW, $ID.text, $args.n);
  }
```

```
| ^(INCLUDE_SUPER
ID args)
 {
 if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
 if ( $args.namedArgs ) emit1($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW_BOX_ARGS, $ID.text);
 else emit2($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW, $ID.text, $args.n);
 }
| ^(INCLUDE_REGION ID)  {
        CompiledST impl =
         Compiler.defineBlankRegion(outermostImpl, $ID.token);
        //impl.dump();
        emit2($INCLUDE_REGION,Bytecode.INSTR_NEW,impl.name,0);
        }
| ^(INCLUDE_SUPER_REGION ID) {
                        String mangled =
                           STGroup.getMangledRegionName(outermostImpl.name, $ID.text);
        emit2($INCLUDE_SUPER_REGION,Bytecode.INSTR_SUPER_NEW,mangled,0);
        }
| primary
;

primary
 : ID    {refAttr($ID);}
 | STRING   {emit1($STRING,Bytecode.INSTR_LOAD_STR, Misc.strip($STRING.text,1));}
 | TRUE   {emit($TRUE, Bytecode.INSTR_TRUE);}
 | FALSE   {emit($FALSE, Bytecode.INSTR_FALSE);}
 | subtemplate  //
 push a subtemplate but ignore args since we can't pass any to it here
                {emit2($start,Bytecode.INSTR_NEW, $subtemplate.name, 0);}
 | list
 | ^( INCLUDE_IND
   expr   {emit($INCLUDE_IND, Bytecode.INSTR_TOSTR);}
   args        {emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n);}
   )
 | ^(TO_STR expr) {emit($TO_STR, Bytecode.INSTR_TOSTR);}
 ;

arg : expr ;

args returns [int n=0, boolean namedArgs=false, boolean passThru]
 : ( arg {$n++;} )+
 | {emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;}
  ( ^(eq='=' ID expr)
   {$n++; emit1($eq, Bytecode.INSTR_STORE_ARG, defineString($ID.text));}
  )+
  ( '...' {$passThru=true;} )?
   |   '...' {$passThru=true; emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;}
 |
```

;

list: {emit($start, Bytecode.INSTR_LIST);}
  ^(LIST (listElement {emit($listElement.start, Bytecode.INSTR_ADD);})*)
 ;

listElement : expr | NULL {emit($NULL,Bytecode.INSTR_NULL);} ;

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*/
group junit;

classHeader(header,junitFileName,hasTreeAdaptor,treeAdaptorPath,
  hasPackage,packagePath,lexerPath,parserPath,treeParserPath,isTreeGrammar) ::= <<
<header>

import org.antlr.gunit.gUnitBaseTest;

public class <junitFileName> extends gUnitBaseTest {

 public void setUp() {
  <if(hasTreeAdaptor)><\t><\t>this.treeAdaptorPath = "<treeAdaptorPath>";<endif>
  <if(hasPackage)><\t><\t>this.packagePath = "<packagePath>";<endif>
  this.lexerPath
 = "<lexerPath>";
  this.parserPath = "<parserPath>";
  <if(isTreeGrammar)><\t><\t>this.treeParserPath = "<treeParserPath>";<endif>
 }<\n><\n>
>>

testTreeRuleMethod(methodName,testTreeRuleName,testRuleName,test,tokenType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>

```
 Object retval = execTreeParser(<testTreeRuleName>, <testRuleName>, "<test.inputEscaped>", <test.isFile>);
 Object actual = examineExecResult(<tokenType>, retval);
 Object expecting = <expecting>;

 assertEquals("testing rule "+<testTreeRuleName>, expecting, actual);
 }<\n><\n>
>>

testTreeRuleMethod2(methodName,testTreeRuleName,testRuleName,test,returnType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  <returnType> retval = (<returnType>)execTreeParser(<testTreeRuleName>, <testRuleName>,
"<test.inputEscaped>", <test.isFile>);

  assertTrue("testing rule "+<testTreeRuleName>,
 <expecting>);
 }<\n><\n>
>>

testRuleMethod(isLexicalRule,methodName,testRuleName,test,tokenType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  Object retval = <if(isLexicalRule)>execLexer<else>execParser<endif>(<testRuleName>, <test.line>,
"<test.inputEscaped>", <test.isFile>);
  Object actual = examineExecResult(<tokenType>, retval);
  Object expecting = <expecting>;

  assertEquals("testing rule "+<testRuleName>, expecting, actual);
 }<\n><\n>
>>

testRuleMethod2(methodName,testRuleName,test,returnType,expecting) ::= <<
 public void <methodName>() throws Exception {
  // gunit test on line <test.line>
  <returnType> retval = (<returnType>)execParser(<testRuleName>, <test.line>, "<test.inputEscaped>",
<test.isFile>);

  assertTrue("testing rule "+<testRuleName>, <expecting>);
 }<\n><\n>
>>

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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

```
@outputFile.imports() ::= <<
<@super.imports()>
import stringtemplate3
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnInit() ::= <<
self.st = None
>>

@returnScope.ruleReturnMembers() ::= <<
def getTemplate(self):
  return self.st

def toString(self):
  if self.st is not None:
      return
 self.st.toString()
  return None
```

```
__str__ = toString

>>

@genericParser.init() ::= <<
<@super.init()>
self.templateLib = stringtemplate3.StringTemplateGroup(
  '<name>Templates', lexer='angle-bracket'
  )

>>

@genericParser.members() ::= <<
<@super.members()>
def setTemplateLib(self, templateLib):
  self.templateLib = templateLib

def getTemplateLib(self):
  return self.templateLib

>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.st})>
>>

rewriteTemplate(alts) ::= <<
# TEMPLATE REWRITE
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
  <first(alts):rewriteTemplateAltFirst()>
  <rest(alts):{it | el<rewriteTemplateAlt(it)>}>
  <if(rewriteMode)><replaceTextInLine()><endif>

<else>
<first(alts):rewriteTemplateAltFirst()>
<rest(alts):{it | el<rewriteTemplateAlt(it)>}>
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine()
 ::= <<
<if(TREE_PARSER)>
self.input.getTokenStream().replace(
  self.input.getTreeAdaptor().getTokenStartIndex(retval.start),
```

```
  self.input.getTreeAdaptor().getTokenStopIndex(retval.start),
  retval.st
  )
<else>
self.input.replace(
  retval.start.getTokenIndex(),
  self.input.LT(-1).getTokenIndex(),
  retval.st
  )
<endif>
>>

rewriteTemplateAltFirst(alt) ::= <<
<if(alt.pred)>
if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>
# <alt.description>
retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
<if(alt.pred)>if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>se:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
None
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's
 template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
```

```
rewriteExternalTemplate(name,args) ::= <%
self.templateLib.getInstanceOf("<name>"<if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
self.templateLib.getInstanceOf(<expr><if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
stringtemplate3.StringTemplate("<template>", group=self.templateLib<if(args)>, attributes={<args:{a |
"<a.name>": <a.value>}; separator=", ">}<endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>)["<attrName>"]
 = <expr>
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
stringtemplate3.StringTemplate(<stringExpr>, group=self.templateLib)
>>
```

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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage()
::= "true"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/templates/messages/formats/vs2005.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<
DebugTreeAdaptor *adaptor = [DebugTreeAdaptor newTreeAdaptor:(id)dbg Adaptor:[CommonTreeAdaptor
newTreeAdaptor]];

// fix this
- (void) setTreeAdaptor:(id<TreeAdaptor>)anAdaptor
{
  adaptor = [DebugTreeAdaptor newTreeAdaptor:dbg Adaptor:anAdaptor];
<if(grammar.grammarIsRoot)>
   adaptor = [DebugTreeAdaptor newTreeAdaptor:adaptor withDBG:dbg];
<else>
  adaptor = (DebugTreeAdaptor *)adaptor; // delegator sends dbg adaptor
<endif><\n>
  <grammar.directDelegates:{g|[<g:delegateName()> setTreeAdaptor:adaptor];}>
}

- (id<TreeAdaptor>)getTreeAdaptor
{
  return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

```
createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
  [DebugEventSocketProxy newDebugEventSocketProxy:self, port, <if(TREE_PARSER)>[input
getTreeAdaptor]<else>adaptor<endif>];
[self setDebugListener:proxy];
[self set<inputStreamType>:[Debug<inputStreamType> newDebug<inputStreamType>:input with:proxy]];
try {
  [proxy handshake];
}
@catch (IOException *ioe) {
  [self reportError:ioe];
}
>>

@ctorForRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForProfilingRootGrammar.finally()
 ::=<<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForPredefinedListener.superClassRef() ::= @"super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];<\n>
<endif>
>>

@treeParserHeaderFile.superClassName ::= "DebugTreeParser"

@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/ASTDbg.stg
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```

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*/
```
package org.antlr.stringtemplate.language;
import org.antlr.stringtemplate.*;
import java.util.*;
}

/** Match a group of template definitions beginning
*  with a group name declaration.  Templates are enclosed
*  in double-quotes or <<...>> quotes for multi-line templates.
*  Template names have arg lists that indicate the cardinality
*  of the attribute: present, optional, zero-or-more, one-or-more.
*  Here is a sample group file:

 group nfa;

 // an NFA has edges
 and states
 nfa(states,edges) ::= <<
 digraph NFA {
 rankdir=LR;
 <states; separator="\\n">
 <edges; separator="\\n">
 }
 >>
```

```
 state(name) ::= "node [shape = circle]; <name>;"

*/
class GroupParser extends Parser;

options {
   k=3;
}

{
protected StringTemplateGroup group;

public void reportError(RecognitionException e) {
 if ( group!=null ) {
    group.error("template group parse error", e);
 }
 else {
    System.err.println("template group parse error: "+e);
    e.printStackTrace(System.err);
 }
}
}

group[StringTemplateGroup g]
{
this.group = g;
}
 : "group" name:ID {g.setName(name.getText());}
  ( COLON s:ID {g.setSuperGroup(s.getText());} )?
    ( "implements" i:ID {g.implementInterface(i.getText());}
      (COMMA i2:ID {g.implementInterface(i2.getText());} )*
    )?
    SEMI
    ( template[g] | mapdef[g] )+
  ;

template[StringTemplateGroup g]
{
   Map formalArgs = null;
   StringTemplate st = null;
   boolean ignore = false;
   String templateName=null;
   int
 line = LT(1).getLine();
}
 : ( AT scope:ID DOT region:ID
   {
```

```
 templateName=g.getMangledRegionName(scope.getText(),region.getText());
   if ( g.isDefinedInThisGroup(templateName) ) {
      g.error("group "+g.getName()+" line "+line+": redefinition of template region: @"+
       scope.getText()+"."+region.getText());
 st = new StringTemplate(); // create bogus template to fill in
 }
 else {
 boolean err = false;
 // @template.region() ::= "..."
 StringTemplate scopeST = g.lookupTemplate(scope.getText());
 if ( scopeST==null ) {
  g.error("group "+g.getName()+" line "+line+": reference to region within undefined template: "+
   scope.getText());
  err=true;
 }
 if ( !scopeST.containsRegionName(region.getText()) ) {
  g.error("group "+g.getName()+" line "+line+": template "+scope.getText()+" has no region called "+
   region.getText());
  err=true;
 }
 if ( err ) {
  st = new StringTemplate();
 }
 else {
  st = g.defineRegionTemplate(scope.getText(),
        region.getText(),
        null,
        StringTemplate.REGION_EXPLICIT);
 }
 }
 }
| name:ID
{templateName = name.getText();}
 {
 if ( g.isDefinedInThisGroup(templateName) ) {
  g.error("redefinition of template: "+templateName);
  st = new StringTemplate(); // create bogus template to fill in
 }
 else {
  st = g.defineTemplate(templateName, null);
 }
 }
)
    {if ( st!=null ) {st.setGroupFileLine(line);}}
  LPAREN
     (args[st]|{st.defineEmptyFormalArgumentList();})
  RPAREN
  DEFINED_TO_BE
```

```
    ( t:STRING     {st.setTemplate(t.getText());}
    | bt:BIGSTRING {st.setTemplate(bt.getText());}
    )

|   alias:ID DEFINED_TO_BE target:ID
    {g.defineTemplateAlias(alias.getText(), target.getText());}
;

args[StringTemplate st]
  : arg[st] ( COMMA arg[st] )*
;

arg[StringTemplate st]
{
 StringTemplate defaultValue = null;
}
 : name:ID
  ( ASSIGN s:STRING
   {
   defaultValue=new
 StringTemplate("$_val_$");
   defaultValue.setAttribute("_val_", s.getText());
   defaultValue.defineFormalArgument("_val_");
   defaultValue.setName("<"+st.getName()+"'s arg "+name.getText()+" default value subtemplate>");
   }
 | ASSIGN bs:ANONYMOUS_TEMPLATE
   {
   defaultValue=new StringTemplate(st.getGroup(), bs.getText());
   defaultValue.setName("<"+st.getName()+"'s arg "+name.getText()+" default value subtemplate>");
   }
  )?
      {st.defineFormalArgument(name.getText(), defaultValue);}
   ;

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
   :   OPTIONAL {cardinality=FormalArgument.OPTIONAL;}
   |   STAR     {cardinality=FormalArgument.ZERO_OR_MORE;}
   |   PLUS     {cardinality=FormalArgument.ONE_OR_MORE;}
|
   ;
   */

mapdef[StringTemplateGroup g]
{
Map m=null;
}
 : name:ID
```

```
    DEFINED_TO_BE m=map
    {
    if ( g.getMap(name.getText())!=null ) {
       g.error("redefinition of map: "+name.getText());
    }
    else if ( g.isDefinedInThisGroup(name.getText())
) {
       g.error("redefinition of template as map: "+name.getText());
    }
    else {
     g.defineMap(name.getText(), m);
    }
    }
;

map returns [Map mapping=new HashMap()]
:   LBRACK mapPairs[mapping] RBRACK
;

mapPairs [Map mapping]
  : keyValuePair[mapping] (COMMA keyValuePair[mapping])*
    (COMMA defaultValuePair[mapping])?
  | defaultValuePair[mapping]
  ;

defaultValuePair[Map mapping]
{
StringTemplate v = null;
}
 : "default" COLON v=keyValue
      {mapping.put(ASTExpr.DEFAULT_MAP_VALUE_NAME, v);}
 ;

keyValuePair[Map mapping]
{
StringTemplate v = null;
}
 : key:STRING COLON v=keyValue {mapping.put(key.getText(), v);}
 ;

keyValue returns [StringTemplate value=null]
 : s1:BIGSTRING {value = new StringTemplate(group,s1.getText());}
 | s2:STRING  {value = new StringTemplate(group,s2.getText());}
 | k:ID   {k.getText().equals("key")}?
     {value = ASTExpr.MAP_KEY_VALUE;}
 |    {value = null;}
 ;
```

```
class GroupLexer extends Lexer;

options
 {
 k=2;
 charVocabulary = '\u0000'..'\uFFFE';
   testLiterals=false;
}

ID
options {
   testLiterals=true;
}
 : ('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'-'|'_')*
 ;

STRING
 : ""! ( '\\'! "" | '\\' ~"" | ~"" )* ""!
 ;

BIGSTRING
 : "<<"!
   (options {greedy=true;}:('\r'!)?'\n'! {newline();})? // consume 1st \n
  ( options {greedy=false;}  // stop when you see the >>
  : {LA(3)=='>'&&LA(4)=='>'}? '\r'! '\n'! {newline();} // kill last \r\n
  | {LA(2)=='>'&&LA(3)=='>'}? '\n'! {newline();}       // kill last \n
  | ('\r')? '\n' {newline();}                          // else keep
  | '\\'! '>'  // \> escape
  | .
  )*
      ">>"!
 ;

ANONYMOUS_TEMPLATE
{
List args=null;
StringTemplateToken t = null;
}
 : '{'!
  ( options {greedy=false;}  // stop when you see the >>
  : ('\r')? '\n' {newline();}                          // else keep
  | '\\'! '}'   // \} escape
  | .
  )*
     '}'!
 ;
```

```
AT : '@' ;
LPAREN: '(' ;
RPAREN: ')' ;
LBRACK: '[' ;
RBRACK: ']' ;
COMMA:  ','
 ;
DOT:  '.' ;
DEFINED_TO_BE:  "::=" ;
SEMI:   ';' ;
COLON:  ':' ;
STAR:   '*' ;
PLUS:   '+' ;
ASSIGN:   '=' ;
OPTIONAL : '?' ;

// Single-line comments
SL_COMMENT
  :   "//"
      (~('\n'|'\r'))* (('\r')? '\n')?
      {$setType(Token.SKIP); newline();}
  ;

// multiple-line comments
ML_COMMENT
  :   "/*"
      (
         options {
            greedy=false;
         }
      :   ('\r')? '\n'    {newline();}
      |   .
      )*
      "*/"
      {$setType(Token.SKIP);}
  ;

// Whitespace -- ignored
WS  :   (   ' '
      |   '\t'
      |   '\f'
      |   ('\r')? '\n' { newline(); }
      )+
      { $setType(Token.SKIP); }
  ;
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/group.g

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*/

/*
* This code generating template and the associated C runtime was produced by:
* Jim Idle jimi|hereisanat|idle|dotgoeshere|ws.
* If it causes the destruction of the Universe, it will be pretty cool so long as
* I am in a different one at the time.
*/
cTypeInitMap ::= [
 "int"      : "0",              // Integers     start out being 0
 "long"     : "0",
             // Longs        start out being 0
 "float"    : "0.0",          // Floats       start out being 0
 "double"   : "0.0",          // Doubles      start out being 0
 "ANTLR3_BOOLEAN"    : "ANTLR3_FALSE",   // Booleans     start out being Antlr C for false
 "byte"     : "0",              // Bytes        start out being 0
```

```
 "short"      : "0",              // Shorts       start out being 0
 "char"       : "0"               // Chars        start out being 0
]

leadIn(type) ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -               for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
 *
* C language generator and runtime by Jim Idle, jimi|hereisanat|idle|dotgoeshere|ws.
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
          PARSER,
          TREE_PARSER,
          actionScope,
          actions,
          docComment,
          recognizer,
          name,
          tokens,
          tokenNames,
          rules,
          cyclicDFAs,
          bitsets,
          buildTemplate,
          buildAST,
          rewriteMode,
          profile,
```

```
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C source")>
*/
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<if(actions.(actionScope).header)>
```

```
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* -----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include
   "<name>.h"
<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endif>




/* MACROS that hide the C interface implementations from the
* generated code, which makes it a little more understandable to the human eye.
* I am very much against using C pre-processor macros for function calls and bits
* of code as you cannot see what is happening when single stepping in debuggers
* and so on. The exception (in my book at least) is for generated code, where you are
 * not maintaining it, but may wish to read and understand it. If you single step it, you know that input()
* hides some indirect calls, but is always referring to the input stream. This is
* probably more readable than ctx->input->istream->input(snarfle0->blarg) and allows me to rejig
* the runtime interfaces without changing the generated code too often, without
* confusing the reader of the generated output, who may not wish to know the gory
* details of the interface inheritance.
*/

#define  CTX ctx
```

```
/* Aids in accessing scopes for grammar programmers
*/
#undef SCOPE_TYPE
#undef SCOPE_STACK
#undef SCOPE_TOP
#define SCOPE_TYPE(scope)   p<name>_##scope##_SCOPE
#define SCOPE_STACK(scope)  p<name>_##scope##Stack
#define SCOPE_TOP(scope)    ctx->p<name>_##scope##Top
#define SCOPE_SIZE(scope)  ctx->p<name>_##scope##Stack_limit
#define SCOPE_INSTANCE(scope, i) (ctx->SCOPE_STACK(scope)->get(ctx->SCOPE_STACK(scope),i))

<if(LEXER)>

/* Macros for accessing things
 in a lexer
*/
#undef    LEXER
#undef    RECOGNIZER
#undef    RULEMEMO
#undef    GETCHARINDEX
#undef    GETLINE
#undef    GETCHARPOSITIONINLINE
#undef    EMIT
#undef    EMITNEW
#undef    MATCHC
#undef    MATCHS
#undef    MATCHRANGE
#undef    LTOKEN
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    INPUT
#undef    STRSTREAM
#undef    LA
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    LRECOVER
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    BACKTRACKING
#undef  MATCHANY
#undef  MEMOIZE
#undef  HAVEPARSEDRULE
#undef  GETTEXT
#undef  INDEX
#undef  SEEK
```

```
#undef  PUSHSTREAM
#undef  POPSTREAM
#undef  SETTEXT
#undef  SETTEXT8

#define    LEXER     ctx->pLexer
#define    RECOGNIZER      LEXER->rec
#define  LEXSTATE    RECOGNIZER->state
#define  TOKSOURCE    LEXSTATE->tokSource
#define    GETCHARINDEX()   LEXER->getCharIndex(LEXER)
#define    GETLINE()    LEXER->getLine(LEXER)
#define
   GETTEXT()    LEXER->getText(LEXER)
#define    GETCHARPOSITIONINLINE() LEXER->getCharPositionInLine(LEXER)
#define    EMIT()     LEXSTATE->type = _type; LEXER->emit(LEXER)
#define    EMITNEW(t)    LEXER->emitNew(LEXER, t)
#define    MATCHC(c)    LEXER->matchc(LEXER, c)
#define    MATCHS(s)    LEXER->matchs(LEXER, s)
#define    MATCHRANGE(c1,c2)     LEXER->matchRange(LEXER, c1, c2)
#define    MATCHANY()    LEXER->matchAny(LEXER)
#define    LTOKEN      LEXSTATE->token
#define    HASFAILED()    (LEXSTATE->failed == ANTLR3_TRUE)
#define    BACKTRACKING   LEXSTATE->backtracking
#define    FAILEDFLAG    LEXSTATE->failed
#define    INPUT     LEXER->input
#define    STRSTREAM    INPUT
#define  ISTREAM     INPUT->istream
#define  INDEX()     ISTREAM->index(ISTREAM)
#define  SEEK(n)     ISTREAM->seek(ISTREAM, n)
#define    EOF_TOKEN    &(LEXSTATE->tokSource->eofToken)
#define    HASEXCEPTION()   (LEXSTATE->error == ANTLR3_TRUE)
#define
   EXCEPTION    LEXSTATE->exception
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    LRECOVER()    LEXER->recover(LEXER)
#define    MARK()     ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define  MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define  HAVEPARSEDRULE(r)  RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define  PUSHSTREAM(str)   LEXER->pushCharStream(LEXER, str)
#define  POPSTREAM()    LEXER->popCharStream(LEXER)
#define  SETTEXT(str)   LEXSTATE->text = str
#define  SKIP()     LEXSTATE->token = &(TOKSOURCE->skipToken)
#define  USER1     LEXSTATE->user1
#define  USER2     LEXSTATE->user2
#define  USER3     LEXSTATE->user3
#define  CUSTOM     LEXSTATE->custom
```

```
#define  RULEMEMO    LEXSTATE->ruleMemo
#define  DBG      RECOGNIZER->debugger

/* If we have been told we can rely on the standard 8 bit or UTF16 input
* stream, then we
 can define our macros to use the direct pointers
* in the input object, which is much faster than indirect calls. This
* is really only significant to lexers with a lot of fragment rules (which
* do not place LA(1) in a temporary at the moment) and even then
* only if there is a lot of input (order of say 1M or so).
*/
#if defined(ANTLR3_INLINE_INPUT_8BIT) || defined(ANTLR3_INLINE_INPUT_UTF16)

# ifdef ANTLR3_INLINE_INPUT_8BIT

/* 8 bit character set */

#  define     NEXTCHAR ((pANTLR3_UINT8)(INPUT->nextChar))
#  define     DATAP ((pANTLR3_UINT8)(INPUT->data))

# else

#  define     NEXTCHAR ((pANTLR3_UINT16)(INPUT->nextChar))
#  define     DATAP ((pANTLR3_UINT16)(INPUT->data))

# endif

# define     LA(n) ((NEXTCHAR + n) > (DATAP + INPUT->sizeBuf) ? ANTLR3_CHARSTREAM_EOF :
(ANTLR3_UCHAR)(*(NEXTCHAR + n - 1)))
# define           CONSUME()                                    \\
{
 \\
  if       (NEXTCHAR \< (DATAP + INPUT->sizeBuf))                  \\
  {                                                  \\
     INPUT->charPositionInLine++;                              \\
     if  ((ANTLR3_UCHAR)(*NEXTCHAR) == INPUT->newlineChar)          \\
     {                                                  \\
        INPUT->line++;                                    \\
        INPUT->charPositionInLine       = 0;                    \\
        INPUT->currentLine              = (void *)(NEXTCHAR + 1); \\
     }                                                  \\
     INPUT->nextChar = (void *)(NEXTCHAR + 1);                   \\
  }                                                  \\
}

#else

// Pick up the input character by calling the input stream implementation.
```

```
//
#define    CONSUME()   INPUT->istream->consume(INPUT->istream)
#define
   LA(n)      INPUT->istream->_LA(INPUT->istream, n)

#endif
<endif>

<if(PARSER)>
/* Macros for accessing things in the parser
*/

#undef    PARSER
#undef    RECOGNIZER
#undef    HAVEPARSEDRULE
#undef  MEMOIZE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    MATCHT
#undef    MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef  INDEX
#undef     ADAPTOR
#undef  SEEK
#undef    RULEMEMO
#undef  DBG

#define    PARSER    ctx->pParser
#define    RECOGNIZER    PARSER->rec
#define    PSRSTATE    RECOGNIZER->state
```

```
#define    HAVEPARSEDRULE(r)   RECOGNIZER->alreadyParsedRule(RECOGNIZER,
 r)
#define    MEMOIZE(ri,si)   RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define    INPUT    PARSER->tstream
#define    STRSTREAM    INPUT
#define    ISTREAM    INPUT->istream
#define    INDEX()    ISTREAM->index(INPUT->istream)
#define    HASEXCEPTION()   (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION    PSRSTATE->exception
#define    MATCHT(t, fs)   RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()    RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK    PSRSTATE->following
#ifdef  SKIP_FOLLOW_SETS
#define    FOLLOWPUSH(x)
#define    FOLLOWPOP()
#else
#define    FOLLOWPUSH(x)   FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
#define    FOLLOWPOP()    FOLLOWSTACK->pop(FOLLOWSTACK)
#endif
#define    PRECOVER()    RECOGNIZER->recover(RECOGNIZER)
#define    PREPORTERROR()   RECOGNIZER->reportError(RECOGNIZER)
#define    LA(n)    INPUT->istream->_LA(ISTREAM, n)
#define    LT(n)    INPUT->_LT(INPUT,
 n)
#define    CONSTRUCTEX()   RECOGNIZER->exConstruct(RECOGNIZER)
#define    CONSUME()    ISTREAM->consume(ISTREAM)
#define    MARK()    ISTREAM->mark(ISTREAM)
#define    REWIND(m)    ISTREAM->rewind(ISTREAM, m)
#define    REWINDLAST()   ISTREAM->rewindLast(ISTREAM)
#define    SEEK(n)    ISTREAM->seek(ISTREAM, n)
#define    PERRORRECOVERY   PSRSTATE->errorRecovery
#define    FAILEDFLAG    PSRSTATE->failed
#define    HASFAILED()    (FAILEDFLAG == ANTLR3_TRUE)
#define    BACKTRACKING   PSRSTATE->backtracking
#define    RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define    RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define    ADAPTOR                ctx->adaptor
#define  RULEMEMO     PSRSTATE->ruleMemo
#define  DBG       RECOGNIZER->debugger

<endif>

<if(TREE_PARSER)>
/* Macros for accessing things in the parser
*/
```

```
#undef    PARSER
#undef
   RECOGNIZER
#undef    HAVEPARSEDRULE
#undef    INPUT
#undef    STRSTREAM
#undef    HASEXCEPTION
#undef    EXCEPTION
#undef    MATCHT
#undef    MATCHANYT
#undef    FOLLOWSTACK
#undef    FOLLOWPUSH
#undef    FOLLOWPOP
#undef    PRECOVER
#undef    PREPORTERROR
#undef    LA
#undef    LT
#undef    CONSTRUCTEX
#undef    CONSUME
#undef    MARK
#undef    REWIND
#undef    REWINDLAST
#undef    PERRORRECOVERY
#undef    HASFAILED
#undef    FAILEDFLAG
#undef    RECOVERFROMMISMATCHEDSET
#undef    RECOVERFROMMISMATCHEDELEMENT
#undef    BACKTRACKING
#undef     ADAPTOR
#undef    RULEMEMO
#undef  SEEK
#undef  INDEX
#undef  DBG

#define    PARSER      ctx->pTreeParser
#define    RECOGNIZER     PARSER->rec
#define  PSRSTATE     RECOGNIZER->state
#define    HAVEPARSEDRULE(r)    RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define    INPUT      PARSER->ctnstream
#define  ISTREAM      INPUT->tnstream->istream
#define    STRSTREAM     INPUT->tnstream
#define
   HASEXCEPTION()    (PSRSTATE->error == ANTLR3_TRUE)
#define    EXCEPTION     PSRSTATE->exception
#define    MATCHT(t, fs)    RECOGNIZER->match(RECOGNIZER, t, fs)
#define    MATCHANYT()     RECOGNIZER->matchAny(RECOGNIZER)
#define    FOLLOWSTACK        PSRSTATE->following
#define    FOLLOWPUSH(x)    FOLLOWSTACK->push(FOLLOWSTACK, ((void *)(&(x))), NULL)
```

```
#define     FOLLOWPOP()      FOLLOWSTACK->pop(FOLLOWSTACK)
#define     PRECOVER()      RECOGNIZER->recover(RECOGNIZER)
#define     PREPORTERROR()     RECOGNIZER->reportError(RECOGNIZER)
#define     LA(n)       ISTREAM->_LA(ISTREAM, n)
#define     LT(n)       INPUT->tnstream->_LT(INPUT->tnstream, n)
#define     CONSTRUCTEX()     RECOGNIZER->exConstruct(RECOGNIZER)
#define     CONSUME()      ISTREAM->consume(ISTREAM)
#define     MARK()       ISTREAM->mark(ISTREAM)
#define     REWIND(m)      ISTREAM->rewind(ISTREAM, m)
#define     REWINDLAST()     ISTREAM->rewindLast(ISTREAM)
#define
   PERRORRECOVERY     PSRSTATE->errorRecovery
#define     FAILEDFLAG      PSRSTATE->failed
#define     HASFAILED()      (FAILEDFLAG == ANTLR3_TRUE)
#define     BACKTRACKING     PSRSTATE->backtracking
#define     RECOVERFROMMISMATCHEDSET(s)  RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define     RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define     ADAPTOR                      INPUT->adaptor
#define  RULEMEMO      PSRSTATE->ruleMemo
#define  SEEK(n)       ISTREAM->seek(ISTREAM, n)
#define  INDEX()       ISTREAM->index(ISTREAM)
#define  DBG        RECOGNIZER->debugger


<endif>

#define  TOKTEXT(tok, txt)    tok, (pANTLR3_UINT8)txt

/* The 4 tokens defined below may well clash with your own #defines or token types. If so
* then for the present you must use different names for your defines as these are hard coded
* in the code generator. It would be better not to use such names internally, and maybe
* we can
 change this in a forthcoming release. I deliberately do not #undef these
* here as this will at least give you a redefined error somewhere if they clash.
*/
#define     UP     ANTLR3_TOKEN_UP
#define     DOWN    ANTLR3_TOKEN_DOWN
#define     EOR     ANTLR3_TOKEN_EOR
#define     INVALID ANTLR3_TOKEN_INVALID


/* ============================================================================
* Functions to create and destroy scopes. First come the rule scopes, followed
* by the global declared scopes.
*/
```

```
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncDecl(scope=r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncs(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<recognizer.scopes:{it | <if(it.isDynamicGlobalScope)>
<globalAttributeScopeFuncDecl(it)>
<globalAttributeScopeFuncs(it)>
<endif>}>

/* ============================================================================ */

/* ============================================================================
 * Start of recognizer
*/

<recognizer>

/* End of code
* ============================================================================
*/

>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
```

```
        generatedTimestamp,
        trace,
        scopes,
  superClass,
        literals
      ) ::=
<<
<leadIn("C header")>
<if(PARSER)>
* The parser <mainName()>
<endif>
<if(LEXER)>
* The lexer <mainName()>
<endif>
<if(TREE_PARSER)>
 * The tree parser <mainName()>
<endif>
has the callable functions (rules) shown below,
* which will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors and so on.
*
* The parser entry points are called indirectly (by function pointer to function) via
* a parser context typedef p<name>, which is returned from a call to <name>New().
*
<if(LEXER)>
* As this is a generated lexer, it is unlikely you will call it 'manually'. However
* the methods are provided anyway.
*
<endif>
* The methods in p<name> are  as follows:
*
* <rules:{r | <if(!r.ruleDescriptor.isSynPred)>
 - <headerReturnType(ruleDescriptor=r.ruleDescriptor,...)>      p<name>-
><r.ruleDescriptor.name>(p<name>)<endif>}; separator="\n * ">
*
* The return type for any particular rule is of course determined by the source
* grammar file.
*/
// [The "BSD license"]
// Copyright (c) 2005-2009 Jim Idle, Temporal Wave LLC
// http://www.temporal-wave.com
// http://www.linkedin.com/in/jimidle
```

```
//
// All rights reserved.
//
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// DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
// THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* =============================================================================
 * Standard antlr3 C runtime definitions
*/
#include    \<antlr3.h>

/* End of standard antlr 3 runtime definitions
* =============================================================================
*/
<actions.(actionScope).includes>

#ifdef __cplusplus
extern "C" {
#endif

// Forward declare the context typedef so that we can use it before it is
// properly defined. Delegators and delegates (from import statements) are
// interdependent and their context structures contain pointers to each other
// C only allows such things to be declared if you pre-declare the typedef.
//
```

```
typedef struct <name>_Ctx_struct <name>, * p<name>;

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>


<actions.(actionScope).header>

#ifdef ANTLR3_WINDOWS
// Disable: Unreferenced parameter,       - Rules with parameters that are not
 used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
//          initialized but unused variable     - tree rewrite variables declared but not needed
//          Unreferenced local variable      - lexer rule declares but does not always use _type
//          potentially unitialized variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning(
 disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* ========================
* BACKTRACKING IS ENABLED
* ========================
*/
<endif>

<rules:{r |<headerReturnScope(ruleDescriptor=r.ruleDescriptor,...)>}>

<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
<rules:{r |<ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)>}>
<if(recognizer.grammar.delegators)>
```

```
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>

/** Context tracking structure for <mainName()>
*/
struct <name>_Ctx_struct
{
  /** Built in ANTLR3 context tracker contains all the generic elements
   *  required for context tracking.
   */
<if(PARSER)>
  pANTLR3_PARSER   pParser;
<endif>
<if(LEXER)>
  pANTLR3_LEXER    pLexer;
<endif>
<if(TREE_PARSER)>
  pANTLR3_TREE_PARSER
   pTreeParser;
<endif>

<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|p<g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<if(LEXER)>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
(*m<r.ruleDescriptor.name>) (struct <name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>) (struct
<name>_Ctx_struct
```

```
 * ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
   // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
   <headerReturnType(ruleDescriptor)> (*<ruleDescriptor.name>)(struct <name>_Ctx_struct *
ctx<if(ruleDescriptor.parameterScope)>, <endif><ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
<endif>

   const char * (*getGrammarFileName)();
   void           (*reset)  (struct <name>_Ctx_struct * ctx);
   void     (*free)   (struct <name>_Ctx_struct * ctx);
   <@members>
   <@end>
   <actions.(actionScope).context>
};

// Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
ANTLR3_API p<name> <name>New         (<inputType()> instream<recognizer.grammar.delegators:{g|,
 p<g.recognizerName> <g:delegateName()>}>);
ANTLR3_API p<name> <name>NewSSD      (<inputType()> instream,
pANTLR3_RECOGNIZER_SHARED_STATE state<recognizer.grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>);
<if(!recognizer.grammar.grammarIsRoot)>
extern pANTLR3_UINT8   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/** Symbolic definitions of all the tokens that the <grammarType()> will work with.
* \{
*
* Antlr will define EOF, but we can't use that as it it is too common in
* in C header files and that would be confusing. There is no way to filter this out at the moment
* so we just undef it here for now. That isn't the value we get back from C recognizers
* anyway. We are looking for ANTLR3_TOKEN_EOF.
*/
#ifdef EOF
#undef EOF
#endif
#ifdef Tokens
#undef Tokens
#endif
<tokens:{it | #define <it.name>      <it.type>}; separator="\n">
#ifdef EOF
```

```
#undef EOF
#define EOF ANTLR3_TOKEN_EOF
#endif

#ifndef
 TOKENSOURCE
#define TOKENSOURCE(lxr) lxr->pLexer->rec->state->tokSource
#endif

/* End of token definitions for <name>
* =============================================================================
*/
/** \} */

#ifdef __cplusplus
}
#endif

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

inputType() ::=<<
<if(LEXER)>
pANTLR3_INPUT_STREAM
<endif>
<if(PARSER)>
pANTLR3_COMMON_TOKEN_STREAM
<endif>
<if(TREE_PARSER)>
pANTLR3_COMMON_TREE_NODE_STREAM
<endif>
>>

grammarType() ::= <<
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>
>>
```

```
mainName() ::= <<
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScope(...)>"

headerReturnType(ruleDescriptor) ::= <<
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
>>

//
 Produce the lexer output
//
lexer(  grammar,
  name,
      tokens,
      scopes,
      rules,
      numRules,
      filterMode,
      superClass,
      labelType="pANTLR3_COMMON_TOKEN") ::= <<

<if(filterMode)>
/* Forward declare implementation function for ANTLR3_TOKEN_SOURCE interface when
* this is a filter mode lexer.
*/
static pANTLR3_COMMON_TOKEN <name>NextToken   (pANTLR3_TOKEN_SOURCE toksource);

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
```

```
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
* However, I assume that the C compilers/optimizers are smart enough to work this one out
* these days - Jim
*/
#undef  MEMOIZE
#define  MEMOIZE(ri,si)   if (BACKTRACKING>1) { RECOGNIZER->memoize(RECOGNIZER, ri, si) }
#undef  HAVEPARSEDRULE
#define  HAVEPARSEDRULE(r)  if
 (BACKTRACKING>1) { RECOGNIZER->alreadyParsedRule(RECOGNIZER, r) }
<endif>

/* Forward declare the locally static matching functions we have generated and any predicate functions.
*/
<rules:{r | static ANTLR3_INLINE <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<if(!r.ruleDescriptor.isSynPred)>m<endif><r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
separator="\n">
static void <name>Free(p<name> ctx);

/* =============================================================================
* Lexer matching rules end.
* =============================================================================
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

static void
<name>Free  (p<name> ctx)
{
<if(memoize)>
 if (RULEMEMO != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<if(grammar.directDelegates)>
 //
 Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
 <grammar.directDelegates:
       {g|ctx-><g:delegateName()>->pLexer->rec->state = NULL;
       ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
   LEXER->free(LEXER);
```

```
  ANTLR3_FREE(ctx);
}

static void
<name>Reset (p<name> ctx)
{
  RECOGNIZER->reset(RECOGNIZER);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}

<if(filterMode)>
  <filteringNextToken()>
<endif>

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
ANTLR3_API
 p<name> <name>New
(<inputType()> instream<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
 // See if we can create a new lexer with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
```

```
*/
ANTLR3_API p<name> <name>NewSSD
(pANTLR3_INPUT_STREAM instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
  p<name> ctx; // Context structure we will build and return

  ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

  if  (ctx == NULL)
  {
     // Failed to allocate memory for lexer context
     return  NULL;
  }

  /* -----------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * in base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 lexer function set, but upon return
   * from here, the programmer may set the pointers to provide custom
   * implementations of each function.
   *
   * We don't use the macros defined in <name>.h here so you can get a sense
   * of what goes where.
   */

  /* Create a base lexer, using the supplied input stream
   */
  ctx->pLexer = antlr3LexerNewStream(ANTLR3_SIZE_HINT, instream, state);

  /* Check that we allocated the memory correctly
   */
  if (ctx->pLexer == NULL)
  {
 ANTLR3_FREE(ctx);
 return  NULL;
  }
<if(memoize)>
<if(grammar.grammarIsRoot)>
  // Create a LIST for recording rule memos.
  //
  ctx->pLexer->rec->ruleMemo    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

   /* Install the implementation of our <name> interface
   */
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)>ctx->m<r.ruleDescriptor.name> =
```

```
m<r.ruleDescriptor.name>;<endif>}; separator="\n">

  /** When the nextToken() call is made to this lexer's pANTLR3_TOKEN_SOURCE
   *  it will call mTokens() in this generated code, and will pass it the ctx
   * pointer of this lexer, not the context of the base lexer, so store that now.
   */
  ctx->pLexer->ctx     = ctx;

  /**Install the token matching function
   */
  ctx->pLexer->mTokens = (void (*) (void *))(mTokens);

  ctx->getGrammarFileName = getGrammarFileName;
  ctx->free  = <name>Free;
  ctx->reset         = <name>Reset;

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
      {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, ctx->pLexer->rec->state,
ctx<grammar.delegators:{g|,
 <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
      {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
<if(filterMode)>
  /* We have filter mode turned on, so install the filtering nextToken function
   */
  ctx->pLexer->rec->state->tokSource->nextToken = <name>NextToken;
<endif>
  <actions.lexer.apifuncs>

  /* Return the newly built lexer to the caller
   */
  return  ctx;
}
<if(cyclicDFAs)>

/* =============================================================================
* DFA tables for the lexer
*/
```

```
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ============================================================================
 * Functions to match the lexer grammar defined tokens from the input stream
*/

<rules; separator="\n\n">

/* ============================================================================
* Lexer matching rules end.
* ============================================================================
*/
<if(synpreds)>

/* ============================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* ============================================================================
* Lexer syntactic predicates end.
* ============================================================================
*/
<endif>

/* End of Lexer code
* ================================================
* ================================================
*/

>>


filteringNextToken() ::= <<
/** An override of the lexer's nextToken() method that backtracks over mTokens() looking
*  for matches in lexer filterMode.  No error
 can be generated upon error; just rewind, consume
*  a token and then try again.  BACKTRACKING needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at BACKTRACKING==1.
*/
static pANTLR3_COMMON_TOKEN
<name>NextToken(pANTLR3_TOKEN_SOURCE toksource)
{
  pANTLR3_LEXER   lexer;
```

```
pANTLR3_RECOGNIZER_SHARED_STATE state;

 lexer   = (pANTLR3_LEXER)(toksource->super);
 state = lexer->rec->state;

 /* Get rid of any previous token (token factory takes care of
  * any deallocation when this token is finally used up.
  */
 state  ->token     = NULL;
 state  ->error     = ANTLR3_FALSE;     /* Start out without an exception */
 state  ->failed    = ANTLR3_FALSE;

 /* Record the start of the token in our input stream.
  */
 state->tokenStartCharIndex   = lexer->input->istream->index(lexer->input->istream);
 state->tokenStartCharPositionInLine = lexer->input->getCharPositionInLine(lexer->input);
  state->tokenStartLine    = lexer->input->getLine(lexer->input);
 state->text       = NULL;

 /* Now call the matching rules and see if we can generate a new token
  */
 for (;;)
 {
if  (lexer->input->istream->_LA(lexer->input->istream, 1) == ANTLR3_CHARSTREAM_EOF)
{
 /* Reached the end of the stream, nothing more to do.
  */
 pANTLR3_COMMON_TOKEN    teof = &(toksource->eofToken);

 teof->setStartIndex (teof, lexer->getCharIndex(lexer));
 teof->setStopIndex  (teof, lexer->getCharIndex(lexer));
 teof->setLine  (teof, lexer->getLine(lexer));
 return  teof;
}

state->token  = NULL;
state->error  = ANTLR3_FALSE;     /* Start out without an exception */

{
 ANTLR3_MARKER   m;

 m      = lexer->input->istream->mark(lexer->input->istream);
 state->backtracking  = 1;    /* No exceptions */
 state->failed   = ANTLR3_FALSE;

 /* Call the generated lexer, see if it can get a new token together.
  */
 lexer->mTokens(lexer->ctx);
```

```
     state->backtracking = 0;

    <! mTokens backtracks with synpred at BACKTRACKING==2
    and we set the synpredgate to allow actions at level 1. !>

   if (state->failed == ANTLR3_TRUE)
   {
    lexer->input->istream->rewind(lexer->input->istream, m);
    lexer->input->istream->consume(lexer->input->istream); <! advance one char and try again !>
   }
   else
   {
    lexer->emit(lexer);     /* Assemble the token and emit it to the stream */
    return state->token;
   }
  }
   }
}
>>

actionGate() ::= "BACKTRACKING==0"

filteringActionGate() ::= "BACKTRACKING==1"

/** How to generate a parser */
genericParser(  grammar,
    name,
            scopes,
            tokens,
            tokenNames,
            rules,
            numRules,
            bitsets,
            inputStreamType,
            superClass,
            labelType,
    members,
    rewriteElementType, filterMode,
             ASTLabelType="pANTLR3_BASE_TREE"
           ) ::= <<


<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*         error reporting.
*/
pANTLR3_UINT8   <name>TokenNames[<length(tokenNames)>+4]
    = {
```

```
      (pANTLR3_UINT8) "\<invalid>",       /* String to print to indicate an invalid token */
      (pANTLR3_UINT8) "\<EOR>",
      (pANTLR3_UINT8) "\<DOWN>",
      (pANTLR3_UINT8) "\<UP>",
      <tokenNames:{it |(pANTLR3_UINT8) <it>}; separator=",\n">
     };
<endif>

  <@members>

  <@end>
<rules:{r |<ruleAttributeScopeFuncMacro(scope=r.ruleDescriptor.ruleScope)>}>
<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFuncMacro(it)><endif>}>

// Forward declare the locally static matching functions we have generated.
//
<rules:{r | static <headerReturnType(ruleDescriptor=r.ruleDescriptor)> <r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope()>);};
 separator="\n">
static void <name>Free(p<name> ctx);
static void     <name>Reset (p<name> ctx);

<if(!LEXER)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
<if(recognizer.grammar.delegatedRules)>
// Delegated rules
//
<recognizer.grammar.delegatedRules:{ruleDescriptor|static <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">

<endif>
<endif>

/* For use in tree output where we are accumulating rule labels via label += ruleRef
* we need a function that knows how to free a return scope when the list is destroyed.
* We cannot just use ANTLR3_FREE because in debug tracking mode, this is a macro.
*/
static void ANTLR3_CDECL freeScope(void * scope)
{
  ANTLR3_FREE(scope);
}

/** \brief Name of the grammar file that
 generated this code
*/
static const char fileName[] = "<fileName>";
```

```
/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
 return fileName;
}
/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>New   (<inputStreamType> instream<grammar.delegators:{g|, p<g.recognizerName>
<g:delegateName()>}>)
{
 // See if we can create a new parser with the standard constructor
 //
 return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>NewSSD   (<inputStreamType> instream, pANTLR3_RECOGNIZER_SHARED_STATE
 state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
  p<name> ctx;     /* Context structure we will build and return   */

  ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

  if (ctx == NULL)
  {
 // Failed to allocate memory for parser context
 //
     return  NULL;
  }

  /* -------------------------------------------------------------------
   * Memory for basic structure is allocated, now to fill in
   * the base ANTLR3 structures. We initialize the function pointers
   * for the standard ANTLR3 parser function set, but upon return
   * from here, the programmer may set the pointers to provide custom
```

```
    * implementations of each function.
    *
    * We don't use the macros defined in <name>.h here, in order that you can get a sense
    * of what goes where.
    */

<if(PARSER)>
   /* Create a base parser/recognizer, using the supplied token stream
    */
   ctx->pParser     = antlr3ParserNewStream(ANTLR3_SIZE_HINT,
 instream->tstream, state);
<endif>
<if(TREE_PARSER)>
   /* Create a base Tree parser/recognizer, using the supplied tree node stream
    */
   ctx->pTreeParser  = antlr3TreeParserNewStream(ANTLR3_SIZE_HINT, instream, state);
<endif>

   /* Install the implementation of our <name> interface
    */
   <rules:{r | ctx-><r.ruleDescriptor.name> = <r.ruleDescriptor.name>;}; separator="\n">
<if(grammar.delegatedRules)>
 // Install the delegated methods so that they appear to be a part of this
 // parser
 //
   <grammar.delegatedRules:{ruleDescriptor | ctx-><ruleDescriptor.name> = <ruleDescriptor.name>;};
separator="\n">
<endif>

   ctx->free   = <name>Free;
   ctx->reset   = <name>Reset;
   ctx->getGrammarFileName = getGrammarFileName;

   /* Install the scope pushing methods.
    */
   <rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScope(scope=r.ruleDescriptor.ruleScope)><\n>
<endif>}>
   <recognizer.scopes:{it
 |<if(it.isDynamicGlobalScope)>
<globalAttributeScope(it)><\n>
<endif>}>
   <@apifuncs>

   <@end>
<if(grammar.directDelegates)>
 // Initialize the parsers that we are going to delegate some
 // functions to.
```

```
 //
 <grammar.directDelegates:
      {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, PSRSTATE,
ctx<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to parsers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
      {g|ctx-><g:delegateName()>   = <g:delegateName()>;}; separator="\n">
<endif>
  <actions.parser.apifuncs>
  <actions.treeparser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
  /* Create a LIST for recording rule memos.
   */
   RULEMEMO    = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
  /* Install the token table
   */
  PSRSTATE->tokenNames
  = <grammar.composite.rootGrammar.recognizerName>TokenNames;

  <@debugStuff()>

  /* Return the newly built parser to the caller
   */
  return  ctx;
}

static void
<name>Reset (p<name> ctx)
{
  RECOGNIZER->reset(RECOGNIZER);
}

/** Free the parser resources
*/
static void
<name>Free(p<name> ctx)
{
  /* Free any scope memory
   */
  <rules: {r
|<if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeFree(scope=r.ruleDescriptor.ruleScope)><\n><endif>}>
```

```
  <recognizer.scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFree(it)><\n><endif>}>

  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 // Free the parsers that we delegated to
 // functions to.NULL the state so we only free it once.
 //
 <grammar.directDelegates:
      {g| ctx-><g:delegateName()>-><if(TREE_PARSER)>pTreeParser<else>pParser<endif>->rec->state = NULL;
      ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if (RULEMEMO
 != NULL)
 {
  RULEMEMO->free(RULEMEMO);
  RULEMEMO = NULL;
 }
<endif>
<endif>
 // Free this parser
 //
<if(TREE_PARSER)>
  ctx->pTreeParser->free(ctx->pTreeParser);<\n>
<else>
  ctx->pParser->free(ctx->pParser);<\n>
<endif>

  ANTLR3_FREE(ctx);

  /* Everything is released, so we can return
   */
  return;
}

/** Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static pANTLR3_UINT8    *getTokenNames()
{
      return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}
```

```
  <members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
                words64=it.bits)>}>


<if(cyclicDFAs)>

/* ========================================================================
 * DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ========================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 // parser
 //
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
  \{
     <if(ruleDescriptor.hasReturnValue)>return <endif>ctx-><ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>(ctx-
><ruleDescriptor.grammar:delegateName()><if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
 \}}; separator="\n">

<endif>
/*
 End of parsing rules
* ============================================
*/

/* ============================================
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
```

```
/* End of syntactic predicates
* ============================================
*/




>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,
  bitsets,
  ASTLabelType,
  superClass="Parser",
  labelType="pANTLR3_COMMON_TOKEN",
  members={<actions.parser.members>}
  ) ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TOKEN_STREAM", rewriteElementType="TOKEN",
...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
   name,
   scopes,
   tokens,
   tokenNames,
   globalAction,
   rules,
   numRules,
   bitsets,
   filterMode,
   labelType={<ASTLabelType>},
   ASTLabelType="pANTLR3_BASE_TREE",
   superClass="TreeParser",
   members={<actions.treeparser.members>}
   )
 ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TREE_NODE_STREAM",
rewriteElementType="NODE", ...)>
```

```
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
static void <ruleName>_fragment(p<name> ctx <ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
   ANTLR3_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n",LT(1),failed,BACKTRACKING);
   <block>
   ANTLR3_PRINTF("exit <ruleName> %d, failed = %d,
 backtracking = %d\\n",LT(1),failed,BACKTRACKING);

<else>
   <block>
<endif>
<ruleCleanUp()>
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<
static ANTLR3_BOOLEAN <predname>(p<name> ctx)
{
   ANTLR3_MARKER   start;
   ANTLR3_BOOLEAN  success;

   BACKTRACKING++;
   <@start()>
   start = MARK();
   <predname>_fragment(ctx);     // can never throw exception
   success = !(FAILEDFLAG);
   REWIND(start);
   <@stop()>
   BACKTRACKING--;
   FAILEDFLAG = ANTLR3_FALSE;
   return success;
}<\n>
>>
```

```
lexerSynpred(predname) ::= <<
<synpred(predname)>
>>

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (BACKTRACKING>0) && (HAVEPARSEDRULE(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start = 0;<\n>
<endif>
<endif>
   <(ruleDescriptor.actions.after):execAfter()>
   <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
   <scopeClean()><\n>
<endif>

  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if  (HASEXCEPTION())
{
   goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (HASFAILED())
{
   <scopeClean()>
   <@debugClean()>
   return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (BACKTRACKING>0)
{
   FAILEDFLAG = <true_value()>;
   <scopeClean()>
```

```
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
static <returnType()>
<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
   <if(trace)>ANTLR3_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", LT(1),
BACKTRACKING);<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>
  <@preamble()>
  {
     <block>
  }

  <ruleCleanUp()>
<if(exceptions)>
  if (HASEXCEPTION())
  {
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
  }
  else
  {
 <(ruleDescriptor.actions.after):execAfter()>
  }
<else>
  <if(!emptyRule)>
     <if(actions.(actionScope).rulecatch)>
        <actions.(actionScope).rulecatch>
     <else>
        if (HASEXCEPTION())
        {
```

```
            PREPORTERROR();
            PRECOVER();
            <@setErrorReturnValue()>
          }
          <if(ruleDescriptor.actions.after)>
          else

         {
            <(ruleDescriptor.actions.after):execAfter()>
          }<\n>
          <endif>
       <endif>
  <endif>
<endif>

  <if(trace)>ANTLR3_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", LT(1), failed,
BACKTRACKING);<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
{
  <e.action>
}

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval;<\n>
<else>
```

```
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<if(memoize)>
ANTLR3_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{
 a |
<if(a.initValue)>retval.<a.name> = <a.initValue>;<endif>
}>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)><a.name> = <a.initValue>;<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = INDEX();<\n>
<endif>
<ruleDescriptor.useScopes:{it |<scopeTop(it)> = <scopePush(it)>;}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopeTop(it.name)> = <scopePush(it.name)>;}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<labelType>    <it.label.text>;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{it |pANTLR3_VECTOR    list_<it.label.text>;}; separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelDef(); separator="\n"
>
>>

ruleLabelInitializations() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{it |<it.label.text>       = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text>     = NULL;}; separator="\n"
>
```

```
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelInitVal(); separator="\n"
>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.start = LT(1); retval.stop = retval.start;<\n>
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it |<labelType> <it.label.text>;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |ANTLR3_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{it |pANTLR3_INT_TRIE list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it |<it.label.text>
 = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{it |list_<it.label.text> = antlr3IntTrieNew(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{it |list_<it.label.text>->free(list_<it.label.text>);}; separator="\n"
```

```
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( BACKTRACKING>0 ) { MEMOIZE(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp()
 ::= <<

// This is where rules clean up and exit
//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.stop = LT(-1);<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes:{it |<scopePop(it)>}; separator="\n">
<ruleDescriptor.ruleScope:{it |<scopePop(it.name)>}; separator="\n">

>>
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
```

```
//   Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the token <ruleName>
* from the attached input stream.
*
*
* \remark
*  - lexer->error == ANTLR3_TRUE if an exception was thrown.
*/
static ANTLR3_INLINE
void
 m<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
{
 ANTLR3_UINT32 _type;
   <ruleDeclarations()>
   <ruleDescriptor.actions.declarations>
   <lexerRuleLabelDefs()>
   <if(trace)>System.out.println("enter <ruleName> '"+(char)LA(1)+"'
line="+GETLINE()+":"+GETCHARPOSITIONINLINE()+" failed="+failed+"
backtracking="+BACKTRACKING);<endif>

<if(nakedBlock)>
   <ruleMemoization(rname=ruleName)>
   <lexerRuleLabelInit()>
   <ruleDescriptor.actions.init>

   <block><\n>
<else>
   <ruleMemoization(rname=ruleName)>
   <lexerRuleLabelInit()>
   _type     = <ruleName>;

   <ruleDescriptor.actions.init>

   <block>
 LEXSTATE->type = _type;
<endif>
   <if(trace)> ANTLR3_FPRINTF(stderr, "exit <ruleName> '%c' line=%d:%d failed = %d, backtracking
=%d\n",LA(1),GETLINE(),GETCHARPOSITIONINLINE(),failed,BACKTRACKING);<endif>
   <ruleCleanUp()>
   <lexerRuleLabelFree()>
   <(ruleDescriptor.actions.after):execAfter()>
    <memoize>
}
```

```
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
static void
mTokens(p<name> ctx)
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
}
>>

/**
 A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR3_UINT32 alt<decisionNumber>;
```

```
  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;;)
  {
     int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
```

```
 {
    <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
    goto loop<decisionNumber>;
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
 goto rule<ruleDescriptor.name>Ex;
}
cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_EARLY_EXIT_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_EARLY_EXIT_NAME;
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
 default:
```

```
    goto loop<decisionNumber>; /* break out of the loop */
    break;
   }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::=
 <<
case <altNum>:
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

// E L E M E N T S
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
```

```
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = (<labelType>)<endif> MATCHT(<token>,
&FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem)
 ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>, <elem>, NULL);
>>


/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHC(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHRANGE(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
```

```
<if(label)>
<if(LEXER)>
<label>= LA(1);<\n>
<else>
<label>=(<labelType>)LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
  CONSUME();
  <postmatchCode>
<if(!LEXER)>
  PERRORRECOVERY=ANTLR3_FALSE;
<endif>
  <if(backtracking)>FAILEDFLAG=ANTLR3_FALSE;<\n><endif>
}
else
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
   LRECOVER();
<else>
  RECOVERFROMMISMATCHEDSET(&FOLLOW_set_in_<ruleName><elementIndex>);
<endif>
  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_MISMATCHED_SET_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_MISMATCHED_SET_NAME;
<if(PARSER)>
EXCEPTION->expectingSet = &FOLLOW_set_in_<ruleName><elementIndex>;
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
```

```
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_INVALID);
<label>->setStartIndex(<label>, <label>Start);
<label>->setStopIndex(<label>, GETCHARINDEX()-1);
<label>->input
 = INPUT->tnstream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHANY();
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
```

```
*/
ruleRef(rule,label,elementIndex,args,scope)
 ::= <<
FOLLOWPUSH(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>ctx-><scope:delegateName()>-><endif><rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif><if(args)>, <args; separator=", "><endif>);<\n>
FOLLOWPOP();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR3_MARKER <label>Start<elementIndex> = GETCHARINDEX();
  <if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label>
 = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_INVALID);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);
  <label>->input = INPUT;
}
<else>
<if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>-
><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>
```

```
/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR3_UINT32 <label>Start<elementIndex>;
  <labelType> <label>;
  <label>Start<elementIndex> = GETCHARINDEX();
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_EOF);
   <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);
  <label>->input = INPUT->tnstream->istream;
}
<else>
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
   MATCHT(ANTLR3_TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
```

```
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>

newFPE() ::= <<
  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_FAILED_PREDICATE_EXCEPTION;
  EXCEPTION->message      = (void *)"<description>";
  EXCEPTION->ruleName  = (void *)"<ruleName>";
  <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
  else
  {
<if(eotPredictsAlt)>

 alt<decisionNumber>=<eotPredictsAlt>;
<else>
      <ruleBacktrackFailure()>

      <newNVException()>
      goto rule<ruleDescriptor.name>Ex;

<endif>
  }
}
>>

newNVException() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message      = (void *)"<description>";
```

```
EXCEPTION->decisionNum  = <decisionNumber>;
EXCEPTION->state        = <stateNumber>;
<@noViableAltException()>
<\n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.
  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls()::= <<
ANTLR3_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
   */
  int LA<decisionNumber>_<stateNumber> = LA(<k>);
  <edges; separator="\nelse "><\n>
  <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>
```

```
/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge
 with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>))
{
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k,
 edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n"><\n>
```

```
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
* is no runtime
 initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
  {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
  {
 <dfa.eof; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
```

```
  {
 <dfa.min; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
  {
 <dfa.max; wrap="\n", separator=", ", null="-1">
  };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
  {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {
 <dfa.special; wrap="\n", separator=", ", null="-1">
  };

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     NULL

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
  {
 <table; separator=", ", wrap="\n", null="-1">
  \};}; null = "">

/* Transition tables are a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR3_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
  <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="_empty">
};

<if(dfa.specialStateSTs)>
static ANTLR3_INT32 dfa<dfa.decisionNumber>_sst(p<name> ctx, pANTLR3_BASE_RECOGNIZER recognizer,
pANTLR3_INT_STREAM is, pANTLR3_CYCLIC_DFA dfa, ANTLR3_INT32 s)
{
  ANTLR3_INT32    _s;


 _s     = s;
  switch  (s)
  {
  <dfa.specialStateSTs:{state |
  case <i0>:

 <state>}; separator="\n">
  }
```

```
<if(backtracking)>
  if (BACKTRACKING > 0)
  {
 FAILEDFLAG = ANTLR3_TRUE;
 return -1;
  }
<endif>

  CONSTRUCTEX();
  EXCEPTION->type         = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
  EXCEPTION->message      = (void *)"<dfa.description>";
  EXCEPTION->decisionNum  = <dfa.decisionNumber>;
  EXCEPTION->state        = _s;
  <@noViableAltException()>
  return -1;
}
<endif>

<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
static
ANTLR3_CYCLIC_DFA cdfa<dfa.decisionNumber>
  = {
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
    /* Which decision this represents:   */
    (const pANTLR3_UCHAR)"<dfa.description>",
<if(dfa.specialStateSTs)>
    (CDFA_SPECIAL_FUNC) dfa<dfa.decisionNumber>_sst,
<else>
    (CDFA_SPECIAL_FUNC) antlr3dfaspecialStateTransition, /* Default
 special state transition function */
<endif>

    antlr3dfaspecialTransition,  /* DFA specialTransition is currently just a default function in the runtime */
    antlr3dfapredict,   /* DFA simulator function is in the runtime */
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept table       */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables     */

 };
/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
```

```
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
{
  ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR3_MARKER index<decisionNumber>_<stateNumber>;<\n>

 LA<decisionNumber>_<stateNumber> = LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = INDEX();<\n>
  REWINDLAST();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
 <if(semPredState)> <! return input cursor to state before we rewound !>
 SEEK(index<decisionNumber>_<stateNumber>);<\n>
 <endif>
  if ( s>=0 )
  {
 return s;
  }
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( <if(predicates)>(<predicates>) && <endif>(<labelExpr>) )
{
  s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber,
 predicates) ::= <<
s = <targetStateNumber>;<\n>
>>
```

```
// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>(ctx)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((LA(<k>) >= <lower>)
 && (LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
typedef struct  <scopeStruct(sname=scope.name,...)>_struct
{
  /** Function that the user may provide to be called when the
   *  scope is destroyed (so you can free pANTLR3_HASH_TABLES and so on)
   *
   * \param POinter to an instance of this typedef/struct
   */
  void    (ANTLR3_CDECL *free) (struct <scopeStruct(sname=scope.name,...)>_struct * frame);

  /* ============================================================================
```

```
     * Programmer defined variables...
     */
    <scope.attributes:{it |<it.decl>;}; separator="\n">

    /* End of programmer defined variables
     * =============================================================================
      */
}
    <scopeStruct(sname=scope.name,...)>, * <scopeType(sname=scope.name,...)>;

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeFuncDecl(scope) ::=
<<
/* globalAttributeScopeFuncDecl(scope)
*/
<if(scope.attributes)>
/* ------------------------------------------------------------------------
* Function declaration for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ------------------------------------------------------------------------ */

<endif>
>>

globalAttributeScopeFuncMacro(scope) ::=
 <<
<if(scope.attributes)>
/* globalAttributeScopeFuncMacro(scope)
*/
```

```
/** Function  for popping the top value from a <scopeStack(sname=scope.name)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
  // First see if the user defined a function they want to be called when a
  // scope is popped/freed.
  //
 // If the user supplied the scope entries with a free function,then call it first
 //
  if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
     SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

  // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
  // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
  // next too far so we don't want to keep freeing and allocating them
  //
  ctx-><scopeStack(sname=scope.name,...)>_limit--;
  SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>,
 ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}
<endif>
>>

ruleAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncDecl(scope)
*/
/* ------------------------------------------------------------------------
* Function declarations for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ------------------------------------------------------------------------ */

<endif>
>>

ruleAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncMacro(scope)
*/
/** Function for popping the top value from a <scopeStack(sname=scope.name,...)>
*/
void
```

```
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
  // First see if the user defined a function they want to be called when a
  // scope is popped/freed.
   //
 // If the user supplied the scope entries with a free function,then call it first
 //
  if (SCOPE_TOP(<scope.name>)->free != NULL)
 {
     SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
 }

  // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
  // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
  // next too far so we don't want to keep freeing and allocating them
  //
  ctx-><scopeStack(sname=scope.name,...)>_limit--;
  SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}

<endif>
>>

globalAttributeScopeDef(scope) ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
*  and <scopePopName(sname=scope.name,...)>()
 */
pANTLR3_STACK <scopeStack(sname=scope.name)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name)>_limit;
/** Pointer to the top of the stack for the global scope <scopeStack(sname=scope.name)>
*/
<scopeType(sname=scope.name,...)>    (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)>    <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
/** Pointer to the  <scope.name> stack for use by <scopePushName(sname=scope.name)>()
```

```
*  and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
<scopeType(sname=scope.name,...)>   (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)>   <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

globalAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/*
 globalAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

ruleAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit    = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
<endif>
>>

ruleAttributeScope(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)>     = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)>    = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit    = 0;
<scopeTop(sname=scope.name,...)>      = NULL;
```

```
<endif>
>>
globalAttributeScopeFree(scope)
 ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

ruleAttributeScopeFree(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

scopeTopDecl(sname) ::= <<
p<name>_<sname>Top
>>

scopeTop(sname) ::= <<
ctx-><scopeTopDecl(sname=sname,...)>
>>

scopePop(sname) ::= <<
<scopePopName(sname=sname,...)>(ctx);
>>

scopePush(sname) ::= <<
p<name>_<sname>Push(ctx)
>>

scopePopName(sname) ::= <<
p<name>_<sname>Pop
>>

scopePushName(sname) ::= <<
p<name>_<sname>Push
>>

scopeType(sname) ::= <<
p<name>_<sname>_SCOPE
>>
```

```
scopeStruct(sname) ::= <<
<name>_<sname>_SCOPE
>>

scopeStack(sname) ::= <<
p<name>_<sname>Stack
>>

attributeFuncs(scope) ::= <<
<if(scope.attributes)>
/* attributeFuncs(scope)
*/

static
 void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope)
{
   ANTLR3_FREE(scope);
}

/** \brief Allocate initial memory for a <name> <scope.name> scope variable stack entry and
*         add it to the top of the stack.
*
* \remark
* By default the structure is freed with ANTLR_FREE(), but you can use the
* the \@init action to install a pointer to a custom free() routine by
* adding the code:
* \code
*    <scopeTop(sname=scope.name)>->free = myroutine;
* \endcode
*
* With lots of comments of course! The routine should be declared in
* \@members { } as:
* \code
*    void ANTLR3_CDECL myfunc( <scopeType(sname=scope.name)> ptr).
* \endcode
*
* It should perform any custom freeing stuff that you need (call ANTLR_FREE3, not free()
* NB: It should not free the pointer it is given, which is the scope stack entry itself
* and will be freed by the function that calls your custom free routine.
*
*/
static <scopeType(sname=scope.name)>
<scopePushName(sname=scope.name)>(p<name>
 ctx)
{
   /* Pointer used to create a new set of attributes
    */
   <scopeType(sname=scope.name)>      newAttributes;
```

```
  /* Allocate the memory for a new structure if we need one.
   */
  if (ctx-><scopeStack(sname=scope.name)>->size(ctx-><scopeStack(sname=scope.name)>) > ctx-
><scopeStack(sname=scope.name)>_limit)
  {
     // The current limit value was less than the number of scopes available on the stack so
     // we can just reuse one. Our limit tracks the stack count, so the index of the entry we want
     // is one less than that, or conveniently, the current value of limit.
     //
     newAttributes = (<scopeType(sname=scope.name)>)ctx-><scopeStack(sname=scope.name)>->get(ctx-
><scopeStack(sname=scope.name)>, ctx-><scopeStack(sname=scope.name)>_limit);
  }
  else
  {
     // Need a new allocation
     //
     newAttributes = (<scopeType(sname=scope.name)>)
ANTLR3_MALLOC(sizeof(<scopeStruct(sname=scope.name)>));
      if  (newAttributes != NULL)
     {
        /* Standard ANTLR3 library implementation
         */
        ctx-><scopeStack(sname=scope.name)>->push(ctx-><scopeStack(sname=scope.name)>, newAttributes,
(void (*)(void *))<scope.name>Free);
     }
  }

  // Blank out any previous free pointer, the user might or might install a new one.
  //
  newAttributes->free = NULL;

  // Indicate the position in the available stack that the current level is at
  //
  ctx-><scopeStack(sname=scope.name)>_limit++;

 /* Return value is the pointer to the new entry, which may be used locally
  * without de-referencing via the context.
   */
  return  newAttributes;
}<\n>

<endif>
>>
returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
```

```
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
ANTLR3_BOOLEAN
<endif>
%>

/**
 Generate the C type associated with a single or multiple return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>_<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label  */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
#undef RETURN_TYPE_<label.label.text>
#define RETURN_TYPE_<label.label.text>
 <ruleLabelType(referencedRule=label.referencedRule)><\n>
>>
```

```
/**  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>pANTLR3_BASE_TREE<endif>"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
typedef struct <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>_struct
{
<if(!TREE_PARSER)>
  /** Generic return elements for ANTLR3 rules that are not in tree parsers or returning trees
   */
  pANTLR3_COMMON_TOKEN    start;
  pANTLR3_COMMON_TOKEN    stop;
<else>
  <recognizer.ASTLabelType>       start;
  <recognizer.ASTLabelType>       stop;
<endif>
  <@ruleReturnMembers()>
  <ruleDescriptor.returnScope.attributes:{it
|<it.type> <it.name>;}; separator="\n">
}
  <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>;<\n><\n>
<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>), ctx-
>SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1) ))-><attr.name>
```

```
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name>
<else>
 (SCOPE_TOP(<scope>))-><attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(
 ctx->SCOPE_STACK(<scope>), ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) -
<negIndex> - 1) ))-><attr.name> = <expr>;
<else>
<if(index)>
 ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name> = <expr>;
<else>
 (SCOPE_TOP(<scope>))-><attr.name>=<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "ctx->SCOPE_STACK(<scope>)"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>
```

```
returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->getTokenIndex(<scope>))"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->tree)"
tokenLabelPropertyRef_int(scope,attr)
 ::= "(<scope>->getText(<scope>)->toInt32(<scope>->getText(<scope>)))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(STRSTREAM->toStringSS(STRSTREAM, <scope>.start, <scope>.start))
<else>
(STRSTREAM->toStringTT(STRSTREAM, <scope>.start, <scope>.stop))
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->getType(<scope>))"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->getLine(<scope>))"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->getCharPositionInLine(<scope>))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->getChannel(<scope>))"
```

```
lexerRuleLabelPropertyRef_index(scope,attr)
 ::= "(<scope>->getTokenIndex(<scope>))"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText(<scope>))"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
INPUT->toStringSS(INPUT, ADAPTOR->getTokenStartIndex(ADAPTOR, retval.start), ADAPTOR-
>getTokenStopIndex(ADAPTOR, retval.start))
<else>
STRSTREAM->toStringTT(STRSTREAM, retval.start, LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "LEXER->getText(LEXER)"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "LEXSTATE->tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "LEXSTATE->tokenStartCharPositionInLine"
lexerRulePropertyRef_channel(scope,attr) ::=
 "LEXSTATE->channel"
lexerRulePropertyRef_start(scope,attr) ::= "LEXSTATE->tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(LEXER->getCharIndex(LEXER)-1)"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "LEXER->getText(LEXER)->toInt32(LEXER->getText(LEXER))"


// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"


/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode. Must be documented clearly.
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
```

```
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate>
 )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(name, words64) ::= <<

/** Bitset defining follow set for error recovery in rule state: <name>  */
static ANTLR3_BITWORD <name>_bits[] = { <words64:{it |ANTLR3_UINT64_LIT(<it>)}; separator=", "> };
static  ANTLR3_BITSET_LIST <name> = { <name>_bits, <length(words64)> };
>>

bitset(name, words64) ::= <<
antlr3BitsetSetAPI(&<name>);<\n>
>>

codeFileExtension() ::= ".c"

true_value() ::= "ANTLR3_TRUE"
false_value() ::= "ANTLR3_FALSE"
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/C/C.stg
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
* Copyright (c) 2011 Terence Parr
* All rights reserved.
*
* Conversion to C#:
* Copyright (c) 2011 Sam Harwell, Pixel Mine, Inc.
```

```
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*/

@outputFile.imports() ::= <<
<@super.imports()>

<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

parserCtorBody()
 ::= <<
<super.parserCtorBody()>
<treeAdaptorType()> treeAdaptor = default(<treeAdaptorType()>);
CreateTreeAdaptor(ref treeAdaptor);
TreeAdaptor = treeAdaptor<if(!actions.(actionScope).treeAdaptorType)> ?? new CommonTreeAdaptor()<endif>;
>>
```

```
/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void CreateTreeAdaptor(ref <treeAdaptorType()> adaptor);

private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's
 return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <%
<super.ruleLabelDefs(...)>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.tokenListLabels:{it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it|<\n>RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}>
<ruleDescriptor.allRuleRefsInAltsWithRewrites
```

:{it|<\n>RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}>
<endif>
%>

/** When doing auto AST construction, we must define some variables;
* These should be turned
off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST && outerAlt && !rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
>>

// T r a c k i n g R u l e E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>

```
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)
 <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels];
 separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
```

```
root_0 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it|RewriteRule<rewriteElementType>Stream
 stream_<it>=new RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
 separator="\n"
>
<referencedRuleListLabels
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
>
```

```
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep,
 // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while
 ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
```

```
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/**
 Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
```

```
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token,
 ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
```

```
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>,
 <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={})
 ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
```

new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)

```
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations()
 ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = null;
<ASTLabelType> _last = null;<\n>
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = _first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
 retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType>
 _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
```

```
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> =
(<ASTLabelType>)<root.el.label>.getTree();
<elseif(root.el.label)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last
 = _save_last_<treeLevel>;
}<\n>
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if
 ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
```

```
<endif>
>>

/**
 Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={})
 ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
```

```
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={})
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>
```

```
// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = (<ASTLabelType>)<label>.getTree();
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/**
 x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabel(label, {<label>.getTree()})>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.getTree()})>
```

```
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/**
 Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
```

```
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Java/ASTTreeParser.stg
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```
*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/
@outputFile.imports() ::= <<
<@super.imports()>
import org.antlr.runtime.debug.*;
import java.io.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
 public static final String[] ruleNames = new String[] {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n\t\t", separator=",
 ">
 };<\n>
<endif>
 public static final boolean[] decisionCanBacktrack = new boolean[] {
  false, // invalid decision
  <grammar.decisions:{d | <d.dfa.hasSynPred; null="false">}; wrap="\n    ", separator=", ">
 };<\n>
<if(grammar.grammarIsRoot)> <! grammar imports other grammar(s) !>
 public int ruleLevel = 0;
 public int getRuleLevel() { return ruleLevel; }
 public void incRuleLevel() { ruleLevel++; }
 public void decRuleLevel() { ruleLevel--; }
<if(profile)>
 <ctorForProfilingRootGrammar()>
<else>
 <ctorForRootGrammar()>
<endif>
 <ctorForPredefinedListener()>
<else><! imported grammar !>
 public int getRuleLevel() { return <grammar.delegators:{g| <g:delegateName()>}>.getRuleLevel(); }
 public void incRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.incRuleLevel(); }
 public void decRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel(); }
 <ctorForDelegateGrammar()>
<endif>
<if(profile)>
 public boolean alreadyParsedRule(IntStream
 input, int ruleIndex) {
  int stopIndex = getRuleMemoization(ruleIndex, input.index());
  ((Profiler)dbg).examineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
  return super.alreadyParsedRule(input, ruleIndex);
 }

 @Override
```

```
 public void memoize(IntStream input,
     int ruleIndex,
     int ruleStartIndex)
 {
  ((Profiler)dbg).memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
  super.memoize(input, ruleIndex, ruleStartIndex);
 }<\n>
<endif>
 protected boolean evalPredicate(boolean result, String predicate) {
  dbg.semanticPredicate(result, predicate);
  return result;
 }<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
public <name>(<inputStreamType> input) {
 this(input, DebugEventSocketProxy.DEFAULT_DEBUGGER_PORT,
 new RecognizerSharedState());
}
public <name>(<inputStreamType> input, int port, RecognizerSharedState state) {
 super(input, state);
 <parserCtorBody()>
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
public <name>(<inputStreamType> input) {
 this(input, new Profiler(null), new RecognizerSharedState());
}
public <name>(<inputStreamType> input, DebugEventListener dbg, RecognizerSharedState state) {
 super(input, dbg, state);
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}>);}; separator="\n">
 <@finally()>
}
<\n>
```

```
>>

/**
 Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
public <name>(<inputStreamType> input, DebugEventListener dbg, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
 super(input, dbg, state);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}>);}; separator="\n">
}<\n>
>>

ctorForPredefinedListener() ::= <<
public <name>(<inputStreamType> input, DebugEventListener dbg) {
 <@superClassRef>super(input, dbg, new RecognizerSharedState());<@end>
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <@finally()>
}<\n>
>>

createListenerAndHandshake()
 ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this, port, input.getTreeAdaptor());<\n>
<else>
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this, port, null);<\n>
<endif>
setDebugListener(proxy);
try {
 proxy.handshake();
}
catch (IOException ioe) {
 reportError(ioe);
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"
```

```
@rule.preamble() ::= <<
try { dbg.enterRule(getGrammarFileName(), "<ruleName>");
if ( getRuleLevel()==0 ) {dbg.commence();}
incRuleLevel();
dbg.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine>);<\n>
>>

@rule.postamble() ::= <<
dbg.location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
}
finally {
 dbg.exitRule(getGrammarFileName(), "<ruleName>");
 decRuleLevel();
 if ( getRuleLevel()==0 ) {dbg.terminate();}
}<\n>
>>

@synpred.start() ::= "dbg.beginBacktrack(state.backtracking);"

@synpred.stop() ::=
 "dbg.endBacktrack(state.backtracking, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::=
 "try { dbg.enterSubRule(<decisionNumber>);<\n>"

exitSubRule() ::=
 "} finally {dbg.exitSubRule(<decisionNumber>);}<\n>"

enterDecision() ::=
 "try { dbg.enterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);<\n>"

exitDecision() ::=
 "} finally {dbg.exitDecision(<decisionNumber>);}<\n>"

enterAlt(n) ::= "dbg.enterAlt(<n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"

@block.postdecision() ::= "<exitDecision()>"

@block.postbranch() ::= "<exitSubRule()>"

@ruleBlock.predecision() ::= "<enterDecision()>"
```

```
@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

@positiveClosureBlock.postloop()
 ::= "<exitSubRule()>"

@positiveClosureBlock.predecision() ::= "<enterDecision()>"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException() ::=
 "dbg.recognitionException(eee);<\n>"

@closureBlock.preloop() ::= "<enterSubRule()>"

@closureBlock.postloop() ::= "<exitSubRule()>"

@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision() ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>" // altNum is arg of altSwitchCase

@element.prematch() ::=
 "dbg.location(<e.line>,<e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
 "dbg.recognitionException(mse);"

@dfaState.noViableAltException() ::= "dbg.recognitionException(nvae);"

@dfaStateSwitch.noViableAltException() ::= "dbg.recognitionException(nvae);"

dfaDecision(decisionNumber,description) ::= <<
try {
 isCyclicDecision = true;
 <super.dfaDecision(...)>
}
catch
 (NoViableAltException nvae) {
 dbg.recognitionException(nvae);
 throw nvae;
```

```
}
>>

@cyclicDFA.errorMethod() ::= <<
public void error(NoViableAltException nvae) {
 dbg.recognitionException(nvae);
}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(<pred>,"<description>")
>>
```

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*/

dfa(decisionRanks,states,edges,rankdir,startState,useBox) ::= <<
digraph NFA {
<if(rankdir)>rankdir=<rankdir>;<endif>
<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

nfa(decisionRanks,states,edges,rankdir,startState) ::= <<
digraph NFA {
rankdir=LR;
<decisionRanks;
 separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states; separator="; ">}
>>

edge(src,target,label,arrowhead) ::= <<
```

<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

epsilon-edge(src,target,label,arrowhead) ::= <<
<src> -> <target> [fontname="Times-Italic", label = "e"];
>>

state(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>box<else>circle, fixedsize=true, width=.4<endif>]; <name>
>>

stopstate(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>polygon,sides=4,peripheries=2<else>doublecircle, fixedsize=true, width=.6<endif>]; <name>
>>

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*/

/** How to generate rules derived from left-recursive rules.
*  These rely on recRuleDefArg(), recRuleAltPredicate(),
*  recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
*  templates in main language.stg
*/
group LeftRecursiveRules;

recRuleName(ruleName) ::= "<ruleName>_"
recPrimaryName(ruleName) ::= "<ruleName>_primary"

recRuleStart(ruleName, minPrec, userRetvals, userRetvalAssignments) ::= <<
<ruleName><if(userRetvals)> returns
 [<userRetvals>]<endif>
 : <recRuleName(...)>[<minPrec>]
   <if(userRetvals)>
   {
      <userRetvalAssignments; separator="\n">
   }
   <endif>
 ;
>>

recRule(ruleName, precArgDef, argName, alts, setResultAction, buildAST,
      userRetvals, userRetvalAssignments) ::= <<
<recRuleName(...)>[<precArgDef>]<if(userRetvals)> returns [<userRetvals>]<endif>
  :   <recPrimaryName(...)>
      <if(buildAST)>
      {
         <setResultAction>
      }
      <endif>
      <if(userRetvals)>
      {
         <userRetvalAssignments; separator="\n">
      }
      <endif>
      ( options {backtrack=false;}
      : ( options {backtrack=false;}
        : <alts; separator="\n          | ">
        )
      )*
```

;
>>

recPrimaryRule(ruleName, alts, userRetvals) ::= <<
<recPrimaryName(...)><if(userRetvals)> returns [<userRetvals>]<endif>
options {backtrack=true;}
: <alts; separator="\n | ">
;
>>

recRuleAlt(alt,
pred) ::= "{<pred>}?=> <alt>"

recRuleRef(ruleName, arg) ::= "<recRuleName(...)>[<arg>]"

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/LeftRecursiveRules.stg
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*/

```
/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
  retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
```

```
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if
 _first_<enclosingTreeLevel> is None:
   _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
   _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={})
```

```
 ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel>
 = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>
```

```
/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree
 = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
```

```
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>,
 <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>.tree<\n>
<endif>
})>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
```

```
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
```

>>

Found
in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

/*
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules

```
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER,
 actionScope, actions,
   docComment, recognizer,
   name, tokens, tokenNames, rules, cyclicDFAs,
   bitsets, buildTemplate, buildAST, rewriteMode, profile,
   backtracking, synpreds, memoize, numRules,
   fileName, ANTLRVersion, generatedTimestamp, trace,
   scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<if(trace)>
#define ANTLR_TRACE
<endif>
<@debugPreprocessor()>
// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 168, 219
// Unreachable code detected.
#pragma warning
 disable 162
// Missing XML comment for publicly visible type or member 'Type_or_Member'
#pragma warning disable 1591

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
using ConditionalAttribute = System.Diagnostics.ConditionalAttribute;
<@end>
<if(actions.(actionScope).namespace)>
```

```
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>})
 ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|,
 <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
 {
 }
```

```
 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

  OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; }
 }

 private static readonly bool[] decisionCanBacktrack = new bool[0];

<if(grammar.hasDelegates)>
 public override <lexerInputStreamType()> CharStream
 {
  get
  {
   return base.CharStream;
  }
  set
  {
   base.CharStream = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
```

```
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>

 [Conditional("ANTLR_TRACE")]
 protected virtual void OnCreated() {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void EnterRule(string
 ruleName, int ruleIndex) {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

   <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public
 override IToken NextToken()
{
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
```

```
  {
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index, input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
  state.tokenStartLine = input.Line;
  state.text = null;
  try
  {
   int m = input.Mark();
   state.backtracking=1;<! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
   if (state.failed)
   {
    input.Rewind(m);
    input.Consume();<! advance one char and try again !>
   }
   else
   {
    Emit();
    return
 state.token;
   }
  }
  catch (RecognitionException re)
  {
   // shouldn't happen in backtracking mode, but...
   ReportError(re);
   Recover(re);
  }
 }
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
 if (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}
```

```
public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
 actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[] tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
```

```
 }

<if(TREE_PARSER)>
 public
 override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>

 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <@members()>

 public override string[] TokenNames { get { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
 public override string GrammarFileName { get { return "<fileName>"; } }

 <members>

 [Conditional("ANTLR_TRACE")]
 protected virtual void OnCreated() {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void EnterRule(string ruleName, int ruleIndex) {}
 [Conditional("ANTLR_TRACE")]
 protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

 #region Rules
 <rules; separator="\n">
 #endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 #region
 Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>) <!throws
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
 #endregion Delegated rules
<endif>

 <insertSynpreds(synpreds)>
```

```
<if(cyclicDFAs)>
 #region DFA
 <cyclicDFAs:{dfa | private DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><!
 dump tables for all DFA !>
 #endregion DFA
<endif>

<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
#if ANTLR_DEBUG
private static readonly bool[] decisionCanBacktrack =
 new bool[]
 {
  false, // invalid decision
  <grammar.decisions:{d | <d.dfa.hasSynPred>}; wrap="\n", separator=", ">
 };
#else
private static readonly bool[] decisionCanBacktrack = new bool[0];
#endif
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
 input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
```

```
{
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
<endif>
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo
 = new System.Collections.Generic.Dictionary\<int, int>[<length(grammar.allImportedRules)>+1];<\n><! index
from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>}, labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
```

```
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
        members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>_fragment() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>_fragment() {}

// $ANTLR start <ruleName>
<ruleModifier(grammar,ruleDescriptor)>
 void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs()>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment", <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
// $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
```

```
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 }
 finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
 "topdown":{<ruleWrapperTopdown()>},
```

```
 default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { return bottomup();
 }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Topdown() { return topdown(); }
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>

[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>",
 <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
```

```
 <block>
 <ruleCleanUp()>
 <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re)
 {
  ReportError(re);
  Recover(input,re);
 <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <memoize()>
      <ruleScopeCleanUp()>
       <finally>
   }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>
```

```
catch(decl,action) ::= <<
catch (<e.decl>)
{
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{
 a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new <it>_scope());<it>_scopeInit(<it>_stack.Peek());};
separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope());<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
  :{it|<labelType> <it.label.text> = default(<labelType>);};
 separator="\n"
>
<ruleDescriptor.tokenListLabels
  :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it|List\<<ASTLabelType>\> list_<it.label.text> = null;}; separator="\n"
>
```

```
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
 ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule()
 ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!> retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
```

```
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>()
 {}

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
   <ruleScopeSetUp()>
   <ruleDeclarations()>
 try
 {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int _type = <ruleName>;
  int _channel = DefaultTokenChannel;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally
```

```
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
      <ruleScopeCleanUp()>
       <memoize()>
   }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
// <fileName>:<description>
```

```
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n)
 ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
```

```
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
  DebugRecognitionException(eee<decisionNumber>);
  <@earlyExitException()>
  throw eee<decisionNumber>;
 }
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/**
 A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
}
```

```
loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that
 jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S
```

```
/** Dump the elements one per line */
element(it) ::= <%
<@prematch()>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
 <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
 input.Consume();
```

```
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException
 mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel() ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::=
 <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>
```

```
/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
```

```
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name; format="id">(<args;
separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/**
 A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope)
 ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
```

```
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive rules
recRuleDefArg()                 ::= "int <recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)
     ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
```

```
}
>>

//
 F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k>
 = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
```

```
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target
 state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
```

```
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>
```

```
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates
 them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial;
 wrap="\"+\n\t\t\"">}>";
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[] DFA<dfa.decisionNumber>_eof =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static
 DFA<dfa.decisionNumber>()
 {
```

```
 int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
 DFA<dfa.decisionNumber>_transition = new short[numStates][];
 for ( int i=0; i \< numStates; i++ )
 {
  DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
 }
}

public DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>,
SpecialStateTransitionHandler specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
 : base(specialStateTransition)
<endif>
{
 this.recognizer = recognizer;
 this.decisionNumber = <dfa.decisionNumber>;
 this.eot = DFA<dfa.decisionNumber>_eot;
 this.eof = DFA<dfa.decisionNumber>_eof;
 this.min = DFA<dfa.decisionNumber>_min;
 this.max = DFA<dfa.decisionNumber>_max;
 this.accept = DFA<dfa.decisionNumber>_accept;
 this.special = DFA<dfa.decisionNumber>_special;
 this.transition = DFA<dfa.decisionNumber>_transition;
}

public override
string Description { get { return "<dfa.description>"; } }

public override void Error(NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
}
}<\n>
<if(dfa.specialStateSTs)>
private int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
```

```
 s = -1;
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
 <state>}; separator="\n">

 default:
  break;
 }

 if (s >= 0)
  return s;

<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException
 nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges; separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
```

```
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to
 the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> &&
 input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S
```

```
attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected sealed partial class <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
protected virtual void <scope.name>_scopeInit( <scope.name>_scope scope ) {}
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
 <scope.actions.scopeafter>
}
<else>
protected virtual void <scope.name>_scopeAfter( <scope.name>_scope scope ) {}
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope)
 ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
```

```
<else>
 void
<endif>
%>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is
 "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> sealed partial class
<ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
```

```
<endif>
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers()
 ::= <<
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
```

```
*  to stack itself not top of stack.  This
 is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not
 sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
```

```
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr)
 ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr)
 ::=
   "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
```

```
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr)
 ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction() ::= <<
 <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)
```

```
bitset(name,
 words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

isTrue ::= [
 "true" : true,
 default : false
]
```

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*/

```
/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Python by code generator.
*/
group ASTDbg;

astAccessor() ::= <<
def setTreeAdaptor(self, adaptor):
<if(grammar.grammarIsRoot)>
  self._adaptor = DebugTreeAdaptor(self.dbg, adaptor)
<else>
  self._adaptor = adaptor # delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(self._adaptor)}>

def
 getTreeAdaptor(self):
  return self._adaptor

adaptor = property(getTreeAdaptor, setTreeAdaptor)<\n>
>>

createListenerAndHandshake() ::= <<
proxy = DebugEventSocketProxy(self,
adaptor=<if(TREE_PARSER)>self.input.getTreeAdaptor()<else>self._adaptor<endif>,
                        debug=debug_socket, port=port)
self.setDebugListener(proxy)
self.adaptor.setDebugListener(proxy)
self.input.setDebugListener(proxy)
#self.set<inputStreamType>(Debug<inputStreamType>(self.input, proxy))
proxy.handshake()
>>

@rewriteElement.pregen() ::= "self._dbg.location(<e.line>, <e.pos>)"
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/CommonToken.java
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* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugEventListener.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugTreeParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/CommonTree.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ParserRuleReturnScope.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/BaseRecognizer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteRuleSubtreeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/RecognitionException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/Profiler.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/FailedPredicateException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/misc/Stats.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ClassicToken.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugTreeAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/Lexer.java
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* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeRuleReturnScope.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugEventSocketProxy.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MissingTokenException.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/Token.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/misc/FastQueue.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/BufferedTreeNodeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteRuleElementStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreePatternParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MismatchedTokenException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/CharStream.java

* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MismatchedNotSetException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeIterator.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/BaseTree.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MismatchedRangeException.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/TokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/CommonTreeNodeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugEventHub.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/BitSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/RuleReturnScope.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteRuleNodeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/misc/IntArray.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/TraceDebugEventListener.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/UnbufferedTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/CommonTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/DFA.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/BlankDebugEventListener.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/TokenSource.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeNodeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteCardinalityException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ANTLRInputStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/RemoteDebugEventSocketListener.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/Parser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/CommonTreeAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/EarlyExitException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/Tracer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteEmptyStreamException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/misc/LookaheadStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/ParseTreeBuilder.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MismatchedTreeNodeException.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/DOTTreeGenerator.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ANTLRStringStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteRuleTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/Tree.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeVisitor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/LegacyCommonTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/TokenRewriteStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreePatternLexer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeParser.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/IntStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/SerializedGrammar.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ANTLRReaderStream.java
*

/antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/CommonErrorNode.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeVisitorAction.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/ANTLRFileStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/MismatchedSetException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/BaseTreeAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/UnwantedTokenException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/RewriteEarlyExitException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugTreeNodeStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeFilter.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/BufferedTokenStream.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/debug/DebugEventRepeater.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/RecognizerSharedState.java
*
/antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/ParseTree.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/CharStreamState.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/runtime/tree/TreeWizard.java
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```
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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite
 (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (state.backtracking == 0) {<endif>
<\n><label>_tree = <createNodeFromToken(...)>;
<\n>adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if
 (<actions.(actionScope).synpredgate>) {<endif>
<\n><label>_tree = <createNodeFromToken(...)>;
<\n>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)><\n>}<endif>
<endif>
%>
```

```
/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
//
 inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);<endif>},
...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

//
 note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)
```

```
matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);<endif>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <%
<super.ruleRef(...)>
<if(!ruleDescriptor.isSynPred)>
<\n><if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
<endif>
%>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) <endif>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree,
root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>
```

```
// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0,
 <label>_tree);
<if(backtracking)>}<endif>
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
<endif>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalO
ptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/ASTParser.stg
```

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```
/*
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*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not
 too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

@rule.setErrorReturnValue() ::= <<
```

```
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (state.backtracking == 0) {<endif>
<label>_tree = <createNodeFromToken(...)>;
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0
 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST
```

```
// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.
  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if (<actions.(actionScope).synpredgate>)
<endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={})
 ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
```

```
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/**
 x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)
 {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new
```

<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp2/ASTParser.stg
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*/

```
/*
*  Template group file for the Objective C code generator.
*  Heavily based on Java.stg
*
*  Written by Kay Roepke <kroepke(at)classdump.org>
*  Modified by Alan Condit <acondit(at)ipns.com>
*
*  This file is part of ANTLR and subject to the same license as ANTLR itself.
*/

objcTypeInitMap ::= [
  "int"          : "0",             // Integers     start out being 0
  "long"         : "0",             // Longs
      start out being 0
  "float"        : "0.0",           // Floats       start out being 0
  "double"       : "0.0",           // Doubles      start out being 0
  "BOOL"         : "NO",            // Booleans     start out being Antlr ObjC for false
  "byte"         : "0",             // Bytes        start out being 0
  "short"        : "0",             // Shorts       start out being 0
  "char"         : "0",             // Chars        start out being 0
  "id"           : "nil",           // ids          start out being nil
  default        : "nil"            // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"YES",
 "false":"NO",
 default:"NO"
]


className() ::= "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>"
leadIn(type)
 ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                            On : <generatedTimestamp>
<if(LEXER)>
*     -                 for the lexer : <name>Lexer
<endif>
```

```
<if(PARSER)>
*     -             for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -         for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* ObjC language generator and runtime by Alan Condit, acondit|hereisanat|ipns|dotgoeshere|com.
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,

        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
```

```
<leadIn("OBJC source")>
*/
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<! <if(actions.(actionScope).header)>
/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif> !>

/* -----------------------------------------
 * Include the ANTLR3 generated header file.
*/
#import "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>.h"
<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR  lit_<i>[]  = <it>;}; separator="\n">

<endif>

/* ============================================================================= */
/* ============================================================================
* Start of recognizer
*/
<recognizer>
>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
        PARSER,
         TREE_PARSER,
        actionScope,
        actions,
        docComment,
```

```
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
       ) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr OBJC runtime definitions
*/
#import \<Cocoa/Cocoa.h>
#import \<ANTLR/ANTLR.h>
/* End of standard antlr3 runtime definitions
* ============================================================================
 */
<actions.(actionScope).includes>
<@end>

<if(LEXER)>
<lexerHeaderFile(...)>
<endif>
<if(PARSER)>
<parserHeaderFile(...)>
<endif>
<if(TREE_PARSER)>
<treeParserHeaderFile(...)>
<endif>
```

```
<docComment>
>>

lexerHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass="Lexer"
        ) ::=
<<

<if(actions.(actionScope).header)>
/* ============================================================================
 * This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* Start cyclicDFAInterface */
<cyclicDFAs:cyclicDFAInterface()>

#pragma mark Rule return scopes Interface start
<rules:{rule |
<rule.ruleDescriptor:{ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>
#pragma mark Rule return scopes Interface end
```

```
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
/* interface lexer class */
@interface <className()> <@superClassName>: <superClass><@end> { // line 283
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
/* ObjC
 start of actions.lexer.memVars */
<actions.lexer.memVars>
/* ObjC end of actions.lexer.memVars */
}
+ (void) initialize;
+ (<className()> *)new<className()>WithCharStream:(id\<CharStream>)anInput;
/* ObjC start actions.lexer.methodsDecl */
<actions.lexer.methodsDecl>
/* ObjC end actions.lexer.methodsDecl */
<rules:{rule |
- (<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)
<if(!rule.ruleDescriptor.isSynPred)>m<rule.ruleName><else><rule.ruleName>_fragment<endif>
<if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:parameterScope()><endif>; };
separator="\n"><\n>
@end /* end of <className()> interface */<\n>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScopeInterface(...)>"
headerReturnType(ruleDescriptor) ::= <<
<if(LEXER)>
<if(!r.ruleDescriptor.isSynPred)>
void
<else>
<ruleDescriptor:returnType()>
<endif>
<else>
<ruleDescriptor:returnType()>
<endif>
>>
// Produce the lexer output
lexer(  grammar,
      name,

  tokens,
      scopes,
```

```
    rules,
    numRules,
    filterMode,
    labelType="CommonToken",
    superClass="Lexer"
    ) ::= <<
<cyclicDFAs:cyclicDFA()>

/** As per Terence: No returns for lexer rules! */
<!
#pragma mark Rule return scopes start
<rules:{rule | <rule.ruleDescriptor:{ruleDescriptor |
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>
}>
#pragma mark Rule return scopes end
!>
@implementation <grammar.recognizerName> // line 330

+ (void) initialize
{
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
}

+ (NSString *) tokenNameForType:(NSInteger)aTokenType
{
  return [[self getTokenNames] objectAtIndex:aTokenType];
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>WithCharStream:(id\<CharStream>)anInput
{
  return [[<grammar.recognizerName> alloc] initWithCharStream:anInput];
}

- (id) initWithCharStream:(id\<CharStream>)anInput
{
  self = [super initWithCharStream:anInput State:[RecognizerSharedState
 newRecognizerSharedStateWithRuleLen:<numRules>+1]];
  if ( self != nil ) {
<if(memoize)>
    if ( state.ruleMemo == nil ) {
        state.ruleMemo = [[RuleStack newRuleStackWithSize:<numRules>+1] retain];
    }
    if ( [state.ruleMemo count] == 0 ) {
        // initialize the memoization cache - the indices are 1-based in the runtime code!
        <! [state.ruleMemo addObject:[NSNull null]];     /* dummy entry to ensure 1-basedness. */ !>
        for (NSInteger i = 0; i \< <numRules>; i++) {
            [state.ruleMemo addObject:[HashRule newHashRuleWithLen:17]];
        }
```

```
    }
<endif>
    <synpreds:{pred | <lexerSynpred(name=pred)>};separator="\n">
    <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
    <actions.lexer.init>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber>
 release];}; separator="\n">
<actions.lexer.dealloc>
  [super dealloc];
}

/* ObjC Start of actions.lexer.methods */
<actions.lexer.methods>
/* ObjC end of actions.lexer.methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */

<if(actions.lexer.reset)>
- (void) reset
{
  <actions.lexer.reset>
  [super reset];
}
<endif>

<if(filterMode)>
<filteringNextToken()>
<endif>
/* Start of Rules */
<rules; separator="\n">

@end /* end of <grammar.recognizerName> implementation line 397 */
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
```

```
filteringNextToken() ::= <<
- (id\<Token>) nextToken
{
  while (YES) {
    if ( [input LA:1] ==
 CharStreamEOF ) {
      return [<labelType> eofToken];
    }
    state.token = nil;
    state.channel = TokenChannelDefault;
    state.tokenStartCharIndex = input.index;
    state.tokenStartCharPositionInLine = input.charPositionInLine;
    state.tokenStartLine = input.line;
    state.text = nil;
    @try {
      NSInteger m = [input mark];
      state.backtracking = 1; /* means we won't throw slow exception */
      state.failed = NO;
      [self mTokens];
      state.backtracking = 0;
      /* mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1. */
      if ( state.failed ) {
        [input rewind:m];
        [input consume]; /* advance one char and try again */
      } else {
        [self emit];
        return state.token;
      }
    }
    @catch (RecognitionException
 *re) {
      // shouldn't happen in backtracking mode, but...
      [self reportError:re];
      [self recover:re];
    }
  }
}

- (void)memoize:(id\<IntStream\>)anInput
    RuleIndex:(NSInteger)ruleIndex
   StartIndex:(NSInteger)ruleStartIndex
{
  if ( state.backtracking > 1 ) [super memoize:anInput RuleIndex:ruleIndex StartIndex:ruleStartIndex];
}

- (BOOL)alreadyParsedRule:(id\<IntStream\>)anInput RuleIndex:(NSInteger)ruleIndex
{
```

```
  if ( state.backtracking > 1 ) return [super alreadyParsedRule:anInput RuleIndex:ruleIndex];
  return NO;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

parserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
         bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        literals,
        superClass="Parser"
        ) ::= <<
/* parserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TokenStream>",...)>
>>

treeParserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
```

```
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
         trace,
        scopes,
        literals,
        superClass="TreeParser"
        ) ::= <<
/* treeParserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TreeNodeStream>",...)>
>>

genericParserHeaderFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
```

```
        literals,
        inputStreamType
        ) ::=
<<
<if(actions.(actionScope).header)>
/* ============================================================================
 * This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

#ifndef ANTLR3TokenTypeAlreadyDefined
#define ANTLR3TokenTypeAlreadyDefined
typedef enum {
  ANTLR_EOF = -1,
  INVALID,
  EOR,
  DOWN,
  UP,
  MIN
} ANTLR3TokenType;
#endif

<cyclicDFAs:cyclicDFAInterface()>
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
#pragma mark Dynamic Global Scopes globalAttributeScopeInterface
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInterface(scope=it)><endif>}>
#pragma mark Dynamic Rule Scopes ruleAttributeScopeInterface
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeInterface(scope=ruleDescriptor.ruleScope)>}>}>
#pragma
 mark Rule Return Scopes returnScopeInterface
<rules:{rule |<rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeInterface(scope=ruleDescriptor.returnScope)>}>}>

/* Interface grammar class */
@interface <className()> <@superClassName> : <superClass><@end> { /* line 572 */
#pragma mark Dynamic Rule Scopes ruleAttributeScopeDecl
```

```
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeDecl(scope=rule.ruleDescriptor.ruleScope)>}>
#pragma mark Dynamic Global Rule Scopes globalAttributeScopeMemVar
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeMemVar(scope=it)><endif>}><\n>
/* ObjC start of actions.(actionScope).memVars */
<actions.(actionScope).memVars>
/* ObjC end of actions.(actionScope).memVars */
/* ObjC start of memVars */
<@memVars()>
/* ObjC end of memVars */

<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
 }

/* ObjC start of actions.(actionScope).properties */
<actions.(actionScope).properties>
/* ObjC end of actions.(actionScope).properties */
/* ObjC start of properties */
<@properties()>
/* ObjC end of properties */

+ (void) initialize;
+ (<className()> *) new<className()>:(<inputStreamType>)aStream;
/* ObjC start of actions.(actionScope).methodsDecl */
<actions.(actionScope).methodsDecl>
/* ObjC end of actions.(actionScope).methodsDecl */

/* ObjC start of methodsDecl */
<@methodsDecl()>
/* ObjC end of methodsDecl */

<rules:{rule |
-
(<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)<if(!rule.ruleDescriptor.isSynPred)><rule.ruleName><else
><rule.ruleName>_fragment<endif><if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:
parameterScope()><endif>; }; separator="\n"><\n>

@end /* end of <className()> interface */<\n>
>>

parser( grammar,
      name,
      scopes,
      tokens,
      tokenNames,
      rules,
```

```
    numRules,
    bitsets,
    ASTLabelType="CommonTree",
    superClass="Parser",
    labelType="CommonToken",
    members={<actions.parser.members>}
    ) ::= <<
<genericParser(inputStreamType="id\<TokenStream>", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,
    globalAction,
    rules,
    numRules,
    bitsets,
    filterMode,
    labelType={<ASTLabelType>},
    ASTLabelType="CommonTree",
    superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
    members={<actions.treeparser.members>}
    ) ::= <<
<genericParser(inputStreamType="id\<TreeNodeStream>", rewriteElementType="Node", ...)>
>>

/** How to generate a parser */
genericParser(  grammar,
    name,
     scopes,
    tokens,
    tokenNames,
    rules,
    numRules,
    cyclicDFAs,         // parser init -- initializes the DFAs
    bitsets,
    labelType,
    ASTLabelType,
    superClass,
    members,
    filterMode,
    rewriteElementType,
    inputStreamType
```

```
    ) ::= <<
<cyclicDFAs:cyclicDFA()>

#pragma mark Bitsets
<bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>

#pragma mark Dynamic Global globalAttributeScopeImplementation
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeImplementation(scope=it)><endif>}>

#pragma mark Dynamic Rule Scopes ruleAttributeScopeImplementation
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeImplementation(scope=ruleDescriptor.ruleScope)>}>}>

#pragma mark Rule Return Scopes returnScopeImplementation
<rules:{rule | <rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>}>}>

@implementation
 <grammar.recognizerName>  // line 637

/* ObjC start of ruleAttributeScope */
#pragma mark Dynamic Rule Scopes ruleAttributeScope
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScope()>}>
/* ObjC end of ruleAttributeScope */
#pragma mark global Attribute Scopes globalAttributeScope
/* ObjC start globalAttributeScope */
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>
/* ObjC end globalAttributeScope */
/* ObjC start actions.(actionScope).synthesize */
<actions.(actionScope).synthesize>
/* ObjC start synthesize() */
<@synthesize()>

+ (void) initialize
{
  #pragma mark Bitsets
  <bitsets:{it | <bitsetInit(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}>
  [BaseRecognizer setTokenNames:[[AMutableArray arrayWithObjects:@"\<invalid>", @"\<EOR>",
@"\<DOWN>", @"\<UP>", <tokenNames:{it | @<it>}; separator=", ", wrap="\n ">, nil] retain]];
   [BaseRecognizer setGrammarFileName:@"<fileName>"];
  <synpreds:{pred | <synpred(pred)>}>
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>:(<inputStreamType>)aStream
{
<if(PARSER)>
  return [[<grammar.recognizerName> alloc] initWithTokenStream:aStream];
<else><! TREE_PARSER !>
```

```
  return [[<grammar.recognizerName> alloc] initWithStream:aStream];
<endif>
}

<if(PARSER)>
- (id) initWithTokenStream:(<inputStreamType>)aStream
{
  self = [super initWithTokenStream:aStream State:[[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<else><! TREE_PARSER !>
- (id) initWithStream:(<inputStreamType>)aStream
{
  self = [super initWithStream:aStream State:[[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
  if ( self != nil ) {
<endif>
      <! <parserCtorBody()> !>
      <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];};
 separator="\n">
      <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInit(scope=it)><endif>}>
      <rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeInit()>}>
      /* start of actions-actionScope-init */
      <actions.(actionScope).init>
      /* start of init */
      <@init()>
  }
  return self;
}

- (void) dealloc
{
  <cyclicDFAs:{dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDealloc(scope=it)><endif>}>
  <actions.(actionScope).dealloc>
  <@dealloc()>
  [super dealloc];
}

/* ObjC start actions.(actionScope).methods */
<actions.(actionScope).methods>
/* ObjC end actions.(actionScope).methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */
/* ObjC start rules */
<rules; separator="\n">
```

```
/* ObjC end rules */

@end /* end of <grammar.recognizerName> implementation line
 692 */<\n>
>>

parserCtorBody() ::= <<
<if(memoize)> /* parserCtorBody */
<if(grammar.grammarIsRoot)>
state.ruleMemo = [[RuleStack newRuleStack:<numRules>+1] retain];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>_fragment
- (void) <ruleName>_fragment
{
  <ruleLabelDefs()>
  <if(trace)>
     [self traceIn:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];

  @try {
     <block>
  }
  @finally {
     [self traceOut:\@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
  }
<else>
  <block>
<endif>
} // $ANTLR end <ruleName>_fragment
>>

synpred(name) ::= <<
SEL <name>Selector = @selector(<name>_fragment);
<! // $ANTLR start <name>
- (BOOL) <name>
```

```
{
  state.backtracking++;
  <@start()>
  NSInteger start = [input mark];
  @try {
     [self <name>_fragment]; // can never throw exception
  }
  @catch (RecognitionException *re) {
     NSLog(@"impossible: %@\n", re.name);
  }
  BOOL success = (state.failed == NO);
  [input rewind:start];
  <@stop()>
  state.backtracking--;
  state.failed=NO;
  return success;
} // $ANTLR end <name> <\n> !>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking > 0 && [self alreadyParsedRule:input RuleIndex:<ruleDescriptor.index>] ) { return
<ruleReturnValue()>; }
<endif>
>>

/**
 How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if (backtracking)>if ( state.failed ) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ( state.backtracking > 0 ) { state.failed = YES; return <ruleReturnValue()>; }<\n><endif>
>>

/** How to generate code for a rule.
*  The return type aggregates are declared in the header file (headerFile template)
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<

/*
* $ANTLR start <ruleName>
```

```
* <fileName>:<description>
*/
- (<returnType()>) <ruleName><ruleDescriptor.parameterScope:parameterScope()>
{
  <if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter <ruleName> %@ failed=%@ backtracking=%d", [input LT:1],
(state.failed==YES)?@"YES":@"NO", state.backtracking);<endif>
   <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  @try {
     <ruleMemoization(name=ruleName)>
     <ruleLabelDefs()>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else><if(!emptyRule)><if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  @catch (RecognitionException *re) {
     [self reportError:re];
     [self recover:input Exception:re];
     <@setErrorReturnValue()>
  }<\n>
<endif><endif><endif>
  @finally {
     <if(trace)>[self traceOut:@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}
>>

catch(decl,action)
```

```
 ::= <<
@catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
/* ruleDeclarations */
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval = [<ruleDescriptor:returnStructName()> new<ruleDescriptor:returnStructName()>];
[retval setStart:[input LT:1]];<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
NSInteger <ruleDescriptor.name>_StartIndex = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
/* ruleScopeSetUp */
<ruleDescriptor.useScopes:{it | [<it>_stack push:[<it>_Scope new<it>_Scope]];}>
<ruleDescriptor.ruleScope:{it | [<it.name>_stack push:[<it.name>_Scope new<it.name>_Scope]];}>
>>

ruleScopeCleanUp() ::= <<
/* ruleScopeCleanUp */
<ruleDescriptor.useScopes:{it | [<it>_stack pop];}; separator="\n">
<ruleDescriptor.ruleScope:{it | [<it.name>_stack pop];}; separator="\n">
>>

ruleLabelDefs() ::=
 <%
/* ruleLabelDefs entry */<"\n">
<[ruleDescriptor.tokenLabels, ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it |<labelType> *<it.label.text> = nil;}; separator="\n"><"\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it | AMutableArray *list_<it.label.text> = nil;}; separator="\n"><"\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n"><"\n">
<ruleDescriptor.ruleListLabels:{ll|ParserRuleReturnScope *<ll.label.text> = nil;}; separator="\n"><"\n">
%>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
```

```
 ruleDescriptor.ruleLabels]
   :{it |<labelType> *<it.label.text>=nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |NSInteger <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]:{it |AMutableArray *list_<it.label.text>=nil; }; separator="\n">
>>

ruleReturnValue()
 ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
/* token+rule list labels */
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{it |[list_<it.label.text> release];}; separator="\n">
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
[retval setStop:[input LT:-1]];<\n>
<endif><endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) [self memoize:input RuleIndex:<ruleDescriptor.index>
StartIndex:<ruleDescriptor.name>_StartIndex];
<endif><endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
// $ANTLR start "<ruleName>"
- (void)
m<ruleName><if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope:parameterScope(scope=it)><en
dif>
{
```

```
   //<if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
     [input LA:1],
     self.line,
     self.charPositionInLine,
     (state.failed==YES) ? @"YES" : @"NO",
     state.backtracking);
  <endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  @try {
<if(nakedBlock)>
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block><\n>
<else>
     NSInteger _type = <ruleName>;
     NSInteger _channel = TokenChannelDefault;
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block>
     <ruleCleanUp()>
     state.type = _type;
     state.channel = _channel;
     <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
   @finally {
     //<if(trace)>[self traceOut:[NSString stringWithFormat:@"<ruleName> %d\n",
<ruleDescriptor.index>]];<endif>
     <if(trace)>NSLog(@"exit <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
           [input LA:1], self.line, self.charPositionInLine,
           (state.failed==YES) ? @"YES" : @"NO", state.backtracking);<endif>
     <ruleScopeCleanUp()>
     <memoize()>
  }
  return;
}
/* $ANTLR end "<ruleName>" */
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
- (void) mTokens
```

```
{
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> // block
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch
 (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> //ruleblock
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // ruleBlockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // blockSingleAlt
<decls>
```

```
<@prealt()>
<alts>
<@postalt()>
>>

/**
 A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description> // positiveClosureBlock
NSInteger cnt<decisionNumber> = 0;
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
    <alts:{a | <altSwitchCase(i, a)>}>
    default :
      if ( cnt<decisionNumber> >= 1 )
        goto loop<decisionNumber>;
      <ruleBacktrackFailure()>
      EarlyExitException *eee =
        [EarlyExitException newException:input decisionNumber:<decisionNumber>];
      <@earlyExitException()>
      @throw eee;
  }
  cnt<decisionNumber>++;
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 0 or more
 alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
<decls>
<@preloop()>
do {
  NSInteger alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
```

```
  switch (alt<decisionNumber>) {
     <alts:{a | <altSwitchCase(i, a)>}>
     default :
        goto loop<decisionNumber>;
  }
} while (YES);
loop<decisionNumber>: ;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> : ;
  <@prealt()>
   <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description> // alt
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S
```

```
/** Dump the elements one per line */
element(e) ::= << <@prematch()><\n><e.el><\n> >>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=(<labelType> *)<endif>[self match:input TokenType:<token>
Follow:FOLLOW_<token>_in_<ruleName><elementIndex>]; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>
 == nil) list_<label> = [[AMutableArray arrayWithCapacity:5] retain];
[list_<label> addObject:<elem>];<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>NSInteger <label> = [input LA:1];<\n><endif>
[self matchChar:<char>]; <checkRuleBacktrackFailure()><\n>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)><label> = [input LA:1];<\n><endif>
[self matchRangeFromChar:<a> to:<b>]; <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> = [input LA:1];<\n>
<else>
<label> = (<labelType> *)[input LT:1]; /* matchSet */<\n>
<endif><endif>
if (<s>) {
  [input consume];
  <postmatchCode>
<if(!LEXER)>
  [state setIsErrorRecovery:NO];
<endif>
  <if(backtracking)>state.failed = NO;<\n><endif>
```

```
} else {
  <ruleBacktrackFailure()>
  MismatchedSetException *mse = [MismatchedSetException
 newException:nil stream:input];
  <@mismatchedSetException()>
<if(LEXER)>
<if(label)>
  mse.c = <label>;
<endif>
  [self recover:mse];
  @throw mse;
<else>
  @throw mse;
  <! use following code to make it recover inline; remove throw mse;
  [self recoverFromMismatchedSet:input exception:mse follow:FOLLOW_set_in_<ruleName><elementIndex>]; !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
NSInteger <label>Start = input.index;
[self matchString:<string>]; <checkRuleBacktrackFailure()>
NSInteger StartLine<elementIndex> = self.line;
NSInteger <label>StartCharPos<elementIndex> = self.charPositionInLine;
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start Stop:input.index]
 retain];
[self setLine:<label>StartLine<elementIndex>];
[self setCharPositionInLine:<label>StartCharPos<elementIndex>];
<else>
[self matchString:<string>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label> = (<labelType> *)[input LT:1];<\n>
<endif>
[self matchAny:input]; <checkRuleBacktrackFailure()>
```

```
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
NSInteger <label> = [input LA:1];<\n>
<endif>
[self matchAny]; <checkRuleBacktrackFailure()><\n>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule,
 whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ruleRef */
[self pushFollow:FOLLOW_<rule.name>_in_<ruleName><elementIndex>];
<if(label)><label> = <endif>[self <if(scope)><scope:delegateName()>.<endif><rule.name><if(args)>:<first(args)>
<rest(args):{ a | arg<i>:<rest(args)>}; separator=" "><endif>];<\n>
[self popFollow];
<checkRuleBacktrackFailure()><\n>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
```

```
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self m<rule.name><if(args)>:<args; separator="
 :"><endif>]; <checkRuleBacktrackFailure()><\n>
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self <if(scope)><scope:delegateName()>.<endif>m<rule.name><if(args)>:<args; separator=" :"><endif>];
<checkRuleBacktrackFailure()><\n>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<labelType> <label> = [[<labelType> newToken:input Type:TokenTypeEOF Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

//
 used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == DOWN ) {
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
```

```
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
>>

/**
 Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  @throw [FailedPredicateException newException:@"<ruleName>" predicate:@"<description>" stream:input];
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = LA<decisionNumber>_<stateNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't
 examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
```

```
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>;
 <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif><endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
unichar charLA<decisionNumber> = [input LA:<k>];
switch (charLA<decisionNumber>) {
  <edges; separator="\n"><\n>
default:
 ;
<if(eotPredictsAlt)>
```

```
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = charLA<decisionNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) { // dfaOptionalBlockStateSwitch
  <edges; separator="\n"><\n>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) { // dfaLoopbackStateSwitch
  <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber> = <eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it | case <it>: ;}; separator="\n">
  {
  <targetState>
  }
  break;
>>

// C y c l i c  D F A

/**
 The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = [dfa<decisionNumber> predict:input];
>>
```

```
/** Used in headerFile */
cyclicDFAInterface(dfa) ::= <<
#pragma mark Cyclic DFA interface start DFA<dfa.decisionNumber>
@interface DFA<dfa.decisionNumber> : DFA {
}
+ (DFA<dfa.decisionNumber> *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer
*)theRecognizer;
- initWithRecognizer:(BaseRecognizer *)recognizer;
@end /* end of DFA<dfa.decisionNumber> interface  */<\n>
#pragma mark Cyclic DFA interface end DFA<dfa.decisionNumber><\n>
>>

/** Used in lexer/parser implementation files */
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple,
 concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
#pragma mark Cyclic DFA implementation start DFA<dfa.decisionNumber>

@implementation DFA<dfa.decisionNumber>
const static NSInteger dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
  {<dfa.eot; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
  {<dfa.eof; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
  {<dfa.min; wrap="\n     ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
  {<dfa.max; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>]
 =
  {<dfa.accept; wrap="\n     ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
  {<dfa.special; wrap="\n     ", separator=",", null="-1">};

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty     nil

<dfa.edgeTransitionClassMap.keys:{ table |
const static NSInteger dfa<dfa.decisionNumber>_T<i0>[] =
{
   <table; separator=", ", wrap="\n ", null="-1">
\};
```

```
}; null="">

const static NSInteger *dfa<dfa.decisionNumber>_transition[] =
{
  <dfa.transitionEdgeTables:{whichTable|dfa<dfa.decisionNumber>_T<whichTable>}; separator=", ", wrap="\n",
null="nil">
};

+ (DFA<dfa.decisionNumber> *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)aRecognizer
{
  return [[[DFA<dfa.decisionNumber> alloc] initWithRecognizer:aRecognizer] retain];
}

- (id) initWithRecognizer:(BaseRecognizer *) theRecognizer
{
  self = [super initWithRecognizer:theRecognizer];
   if ( self != nil ) {
      decisionNumber = <dfa.decisionNumber>;
      eot = dfa<dfa.decisionNumber>_eot;
      eof = dfa<dfa.decisionNumber>_eof;
      min = dfa<dfa.decisionNumber>_min;
      max = dfa<dfa.decisionNumber>_max;
      accept = dfa<dfa.decisionNumber>_accept;
      special = dfa<dfa.decisionNumber>_special;
      transition = dfa<dfa.decisionNumber>_transition;
  }
  return self;
}

<if(dfa.specialStateSTs)>
/* start dfa.specialStateSTs */
- (NSInteger) specialStateTransition:(NSInteger)s Stream:(id\<IntStream\>)anInput
{
<if(LEXER)>
  id\<IntStream\> input = anInput;<\n>
<endif>
<if(PARSER)>
  id\<TokenStream\> input = (id\<TokenStream\>)anInput;<\n>
<endif>
<if(TREE_PARSER)>
  id\<TreeNodeStream\> input = (id\<TreeNodeStream\>)anInput;<\n>
<endif>
  switch (s) {
      <dfa.specialStateSTs:{state |
      case <i0> : ;<! compressed special state numbers 0..n-1 !>
          <state>};
 separator="\n">
  }
```

```
<if(backtracking)>
  if ( [recognizer getBacktrackingLevel] > 0 ) { [recognizer setFailed:YES]; return -1; }<\n>
<endif>
  NoViableAltException *nvae = [NoViableAltException newException:<dfa.decisionNumber> state:s
stream:recognizer.input];
  // nvae.c = s;
  /* [self error:nvae]; */ <! for debugger - do later !>
  @throw nvae;
}<\n>
/* end dfa.specialStateSTs */
<endif>

- (void) dealloc
{
  //free(transition);
  [super dealloc];
}

- (NSString *) description
{
  return @"<dfa.description>";
}

<@errorMethod()>

@end /* end DFA<dfa.decisionNumber> implementation */<\n>
#pragma mark Cyclic DFA implementation end DFA<dfa.decisionNumber>
<\n>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
/* cyclicDFAState */
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:1];<\n>
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
NSInteger index<decisionNumber>_<stateNumber> = input.index;
[input rewind];<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
[input seek:index<decisionNumber>_<stateNumber>];<\n>
<endif>
if ( s >= 0 )
  return s;
break;
```

```
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
/* cyclicDFAEdge */
if (<labelExpr><if(predicates)> && (<predicates>)<endif>) { s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n> /* eotDFAEdge */
>>

// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands)
 ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

/*
* evalSynPredicate(pred,description) ::= "<pred>()"
*
* synpreds are broken in cyclic DFA special states
*  Damn! For now, work around with using the selectors directly, and by providing a trampoline evalSynPred
method in
*  DFA
*/
/* evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:<pred>Selector stream:input]" */
evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:@selector(<pred>_fragment)]"
/* evalSynPredicate(pred,description) ::= "[recognizer <pred>]" */

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "[input LA:<k>] == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
```

```
 ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(([input LA:<k>] >=
<lower>) && ([input LA:<k>] \<= <upper>))"

setTest(ranges) ::= <%
<ranges; separator="||">
%>

// A T T R I B U T E S

memVars(scope) ::= <% <scope.attributes:{a|<a.type> <a.name>;<\n>}; separator="\n"> %>

properties(scope) ::= <%
<scope.attributes:{a|@property (assign, getter=get<a.name>, setter=set<a.name>:) <a.type> <a.name>;<\n>};
separator="\n">
%>

methodsDecl(scope) ::= <%
<scope.attributes:{a|- (<a.type>)get<a.name>;<\n>- (void)set<a.name>:(<a.type>)aVal;<\n>}; separator="\n">
%>

synthesize(scope) ::= <% <scope.attributes:{a|@synthesize <a.name>;}; separator="\n"> %>

methods(scope) ::= <%
<scope.attributes:{a|
- (<a.type>)get<a.name> { return( <a.name> ); \}<\n>
- (void)set<a.name>:(<a.type>)aVal
 { <a.name> = aVal; \}<\n>}; separator="\n">
%>

globalAttributeScopeInterface(scope) ::= <%
/* globalAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
<if(scope.attributes)>
<memVars(scope)>
<endif>
}<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface properties */<\n>
<properties(scope)>
/* end globalAttributeScopeInterface properties */<\n>
<endif>

+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
```

```
<if(scope.attributes)>
/* start of globalAttributeScopeInterface methodsDecl */<\n>
<methodsDecl(scope)>
/* End of globalAttributeScopeInterface methodsDecl */<\n>
<endif>
@end /* end of <scope.name>_Scope interface */<\n>
%>

globalAttributeScopeMemVar(scope) ::= <%
/* globalAttributeScopeMemVar */<\n>
SymbolStack *<scope.name>_stack;<\n>
<scope.name>_Scope *<scope.name>_scope;<\n>
%>

globalAttributeScopeImplementation(scope) ::= <%
@implementation <scope.name>_Scope
  /* globalAttributeScopeImplementation */<\n>
<if(scope.attributes)>
/* start of synthesize -- OBJC-Line 1750 */<\n>
<synthesize(scope)><\n>
<endif>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
   return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
   self = [super init];<\n>
   return self;<\n>
}<\n>
<\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions */<\n>
<endif>
@end /* end of <scope.name>_Scope implementation */<\n><\n>
%>

globalAttributeScopeInit(scope) ::= <<
/* globalAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack newSymbolStackWithLen:30];<\n>
>>

globalAttributeScopeDealloc(scope) ::= <% [<scope.name>_stack release];<\n> %>
```

```
globalAttributeScope(scope) ::= <%
<if(scope.name)>
static <scope.name>_stack;<\n>
<endif>
%>

ruleAttributeScopeMemVar(scope)
 ::= <%
/* ObjC ruleAttributeScopeMemVar */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope; /* ObjC ruleAttributeScopeMemVar */<\n>
<endif>
%>

ruleAttributeScopeInterface(scope) ::= <%
<if(scope.attributes)>
/* start of ruleAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
  <memVars(scope)><\n>
}<\n>
<\n>
/* start property declarations */<\n>
<properties(scope)><\n>
/* start method declarations */<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<methodsDecl(scope)><\n>
@end /* end of ruleAttributeScopeInterface */<\n><\n>
<endif>
%>

ruleAttributeScopeImplementation(scope) ::= <%
<if(scope.attributes)>
@implementation <scope.name>_Scope  /* start of ruleAttributeScopeImplementation */<\n>
<synthesize(scope)><\n>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
  return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
   self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
```

```
/* start of <scope.name>_Scope get and set functions */<\n>
<methods(scope)><\n>
/* End of <scope.name>_Scope get and set functions */<\n>
@end /* end of ruleAttributeScopeImplementation */<\n><\n>
<endif>
%>

ruleAttributeScopeInit(scope) ::= <%
/* ruleAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack newSymbolStackWithLen:30];<\n>
%>

ruleAttributeScopeDealloc(scope) ::= <% [<scope.name>_Scope release];<\n> %>

ruleAttributeScope(scope) ::= <%
<if(scope.attributes)>
/* ruleAttributeScope */<\n>
static SymbolStack *<scope.name>_stack;<\n>
static <scope.name>_Scope *<scope.name>_scope;
<endif>
%>

ruleAttributeScopeDecl(scope) ::= <%
/* ruleAttributeScopeDecl */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope;<\n>
<endif>
%>

returnStructName(r) ::= "<className()>_<r.name>_return"

returnType()
 ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()> *
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
void
<endif>
%>
```

```
/** Generate the Objective-C type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<className()>_<referencedRule.name>_return *<else>
<if(referencedRule.hasSingleReturnValue)><referencedRule.singleValueReturnType><else>
void<endif>
<endif>
%>

delegateName(d) ::= <% <if(d.label)><d.label><else>g<d.name><endif> %>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <% <objcTypeInitMap.(typeName)> %>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)>
 <label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScopeInterface(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
/* returnScopeInterface <ruleDescriptor:returnStructName()> */
@interface <ruleDescriptor:returnStructName()> :
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope { /* returnScopeInterface line 1838 */
<@memVars()> /* ObjC start of memVars() */<\n>
<if(scope.attributes)>
<memVars(scope)><\n>
<endif>
}
/* start property declarations */
<@properties()><\n>
<if(scope.attributes)>
<properties(scope)><\n>
<endif>
/* start of method declarations */<\n>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()>;
/* this is start of set and get methods */
<@methodsDecl()>
```

```
 /* methodsDecl */<\n>
<if(scope.attributes)>
/* start of iterated get and set functions */<\n>
<methodsDecl(scope)><\n>
<endif>
@end /* end of returnScopeInterface interface */<\n>
<endif>
>>

returnScopeImplementation(scope) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
@implementation <ruleDescriptor:returnStructName()> /* returnScopeImplementation */<\n>
<@synthesize()> /* start of synthesize -- OBJC-Line 1837 */<\n>
<if(scope.attributes)>
  <synthesize(scope)><\n>
<endif>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()><\n>
{<\n>
  return [[[<ruleDescriptor:returnStructName()> alloc] init] retain];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<@methods()><\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions */<\n>
<endif>
<actions.(actionScope).ruleReturnMethods>
<@ruleReturnMembers()><\n>
@end
 /* end of returnScope implementation */<\n><\n>
<endif>
%>

parameterScope(scope) ::= <<
<! <scope.attributes:{it | :(<it.type>)<it.name>}; separator=" "> !>
<first(scope.attributes):{ a | :(<a.type>)<a.name>}> <rest(scope.attributes):{ a | arg<i>:(<a.type>)<a.name> };
separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>;"
```

```
/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
([(((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack size]-<negIndex>-1)]).<attr.name>
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name>
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
/* scopeSetAttributeRef */
<if(negIndex)>
((<scope>_Scope
 *)[<scope>_stack objectAtIndex:([<scope>_stack size]-<negIndex>-1)]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
%>

scopeAttributeRefStack() ::= <<
/* scopeAttributeRefStack */
<if(negIndex)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack count]-<negIndex>-1]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"
```

```
/** reference an attribute of rule; might only have single
 return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=nil?<scope>.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>  /* added to returnAttributeRef */<\n>
<else>
<attr.name><\n>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>; /* added to returnSetAttributeRef */<\n>
<else>
<attr.name> = <expr>;<\n>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


/* not sure the next are the right approach; and they are evaluated early; */
/* they cannot see TREE_PARSER or PARSER attributes for example. :( */

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
tokenLabelPropertyRef_type(scope,attr)
 ::= "(<scope>!=nil?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=nil?[<scope>.text integerValue]:0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.start):nil)"
```

```
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=nil?((<labelType> *)<scope>.stopToken):nil)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=nil?((<ASTLabelType> *)<scope>.tree):nil)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=nil?[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor]
 getTokenStartIndex:[<scope> getStart]]
      ToEnd:[[input getTreeAdaptor] getTokenStopIndex:[<scope> getStart]]]:0)
<else>
(<scope>!=nil?([input toStringFromToken:[<scope> getStart] ToToken:[<scope> getStop]]:0)
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=nil?[<scope> st]:nil)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>!=nil?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>!=nil?[<scope> getTokenIndex]:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
lexerRuleLabelPropertyRef_int(scope,attr) ::="(<scope>!=nil?[<scope>.text
 integerValue]:0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType> *)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType> *)retval.stopToken)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType> *)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor]
getTokenStartIndex:retval.start.token.startIndex]
                        ToEnd:[[input getTreeAdaptor] getTokenStopIndex:retval.start.token.stopIndex]]
<else>
[input toStringFromToken:retval.start ToToken:[input LT:-1]]
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

/* hideous: find a way to cut down on the number of templates to support read/write access */
/* TODO: also, which ones are valid to write to? ask Ter */
lexerRuleSetPropertyRef_text(scope,attr,expr) ::= "state.text = <expr>;"
lexerRuleSetPropertyRef_type(scope,attr,expr)
 ::= "_type"
lexerRuleSetPropertyRef_line(scope,attr,expr) ::= "state.tokenStartLine"
lexerRuleSetPropertyRef_pos(scope,attr,expr) ::= "state.tokenStartCharPositionInLine"
lexerRuleSetPropertyRef_index(scope,attr,expr) ::= "-1" /* undefined token index in lexer */
```

```
lexerRuleSetPropertyRef_channel(scope,attr,expr) ::= "state.channel=<expr>;"
lexerRuleSetPropertyRef_start(scope,attr,expr) ::= "state.tokenStartCharIndex"
lexerRuleSetPropertyRef_stop(scope,attr,expr) ::= "(input.index-1)"


lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "state.type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr)
 ::= "(input.index-1)"
lexerRulePropertyRef_int(scope,attr) ::= "[<scope>.text integerValue]"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.start =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;" /* "<\n>#error StringTemplates are
unsupported<\n>" */


/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
static ANTLRBitSet *<name>;
static const unsigned long long <name>_data[] = { <words64:{it | <it>LL};separator=", ">};<\n>
>>

bitsetInit(name, words64) ::= <<
<name> = [[ANTLRBitSet newBitSetWithBits:(const unsigned long long *)<name>_data
Count:(NSUInteger)<length(words64)>]
```

retain];<\n>
>>

codeFileExtension() ::= ".m"

true_value() ::= "YES"
false_value() ::= "NO"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/ObjC.stg
No license file was found, but licenses were detected in source scan.

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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard

```
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if
 <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefBang(...)>
```

```
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list
 label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
```

```
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0, <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0, <label>_tree)
})>
```

>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/ASTParser.stg
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except
 that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
```

```
 retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children,
 nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input,
 TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
```

```
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard
 and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
```

```
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>,
```

<label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>

```
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
```

<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/ASTTreeParser.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<

```
protected DebugTreeAdaptor adaptor =
  new DebugTreeAdaptor(null,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
  this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public
 TreeAdaptor getTreeAdaptor() {
  return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
>>

createListenerAndHandshake() ::= <<
<super.createListenerAndHandshake()>
>>

ctorForPredefinedListener() ::= <<
>>

@rewriteElement.pregen() ::= ""
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/C/ASTDbg.stg
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```
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException
 = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
```

```
<endif>
<if(profile)>
public
 override bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>(
 <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, int port,
RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
```

```
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:

 {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState()
 )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>
```

```
createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Many of the following rules were merged into CSharp2.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>"
 );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble() ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
```

```
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision()
 ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"
```

```
// Region overrides that tell various constructs to add debugging triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException()
 ::=
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop() ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

//@element.prematch() ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"
```

```
//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException(
 nvae );
//}
//>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

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```

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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its
 own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType> _first_0 = default(<ASTLabelType>);
<ASTLabelType> _last = default(<ASTLabelType>);
<endif>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))
  retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
```

```
<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot,
 children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
  Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down,
 null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>
```

```
// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
```

```
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if
 (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/**
 Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
```

```
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
 format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>
```

```
matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>,
 <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
```

```
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
<else>
<super.ruleRefTrack(...)>
```

```
<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now; override to
*  change NextToken to NextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
```

<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

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*/

/** Templates for building ASTs during normal parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* The situation is not too bad as rewrite (->) usage makes ^ and !
* invalid. There is no huge explosion
 of combinations.
*/

@rule.setErrorReturnValue() ::= <<
retval.tree = (<ASTLabelType>)(ADAPTOR->errorNode(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */

```
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>


/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>


/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
//
 the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
```

```
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>);},...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) <endif>root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createNodeFromToken(...)>,
root_0));},...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>ADAPTOR->addChild(ADAPTOR, root_0,
<label>.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 = (<ASTLabelType>)(ADAPTOR-
>becomeRoot(ADAPTOR, <label>.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelAST(...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope)
```

```
 ::= <<
<ruleRefBang(...)>
<listLabelAST(...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelAST(...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions)
 ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
```

```
<endif>
 retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
   <ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
   <ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<if(backtracking)>
}<\n>
<endif>
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/C/ASTParser.stg
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
* Copyright (c) 2011 Terence Parr
* All rights reserved.
*
* Conversion to C#:
* Copyright (c) 2011 Sam Harwell, Pixel Mine, Inc.
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
```

```
csharpVisibilityMap ::= [
 "private":"private",
 "protected":"protected",
 "public":"public",
 "fragment":"private",
 default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,PARSER,TREE_PARSER, actionScope,
 actions,
   docComment, recognizer,
   name, tokens, tokenNames, rules, cyclicDFAs,
   bitsets, buildTemplate, buildAST, rewriteMode, profile,
   backtracking, synpreds, memoize, numRules,
   fileName, ANTLRVersion, generatedTimestamp, trace,
   scopes, superClass, literals) ::=
<<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member 'Type_or_Member'
#pragma
 warning disable 1591
// CLS compliance checking will not be performed on 'type' because it is not visible from outside this assembly.
#pragma warning disable 3019

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
```

```
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>},
  rewriteElementType={},
 ASTLabelType={}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
 {
  OnCreated();
 }
```

```
 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|,
 <g.recognizerName> <g:delegateName()>}> )
  : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
 {
 }

 <actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
  : base(input, state)
 {
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary\<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>

  OnCreated();
 }
 public override string GrammarFileName { get { return "<fileName>"; } }

<if(grammar.hasDelegates)>
 public
 override <lexerInputStreamType()> CharStream
 {
  get
  {
   return base.CharStream;
  }
  set
  {
   base.CharStream = value;
   <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
   <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
   <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
  }
 }
```

```
<if(grammar.delegates)>
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }
<endif>

<endif>
<if(filterMode)>
 <filteringNextToken()>
<endif>


 partial void OnCreated();
 partial void EnterRule(string ruleName, int ruleIndex);
 partial void LeaveRule(string ruleName, int ruleIndex);

 <rules; separator="\n">

 <insertLexerSynpreds(synpreds)>

 #region
 DFA
 <cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
```

```
 while (true)
 {
  if (input.LA(1) == CharStreamConstants.EndOfFile)
  {
   IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index, input.Index);
   eof.Line = Line;
   eof.CharPositionInLine = CharPositionInLine;
   return eof;
  }
  state.token = null;
  state.channel = TokenChannels.Default;
  state.tokenStartCharIndex = input.Index;
  state.tokenStartCharPositionInLine = input.CharPositionInLine;
  state.tokenStartLine = input.Line;
  state.text = null;
  try
  {
   int m = input.Mark();
   state.backtracking=1;<! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
   if (state.failed)
   {
    input.Rewind(m);
    input.Consume();<! advance one char and try again !>
   }
   else
   {
    Emit();
    return state.token;
   }
  }
  catch (RecognitionException re)
  {
   // shouldn't happen in backtracking mode, but...
   ReportError(re);
   Recover(re);
  }
 }
}

public override void
 Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
```

```
 if (state.backtracking > 1)
  base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
 if (state.backtracking > 1)
  return base.AlreadyParsedRule(input, ruleIndex);

 return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
 internal static readonly string[]
 tokenNames = new string[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
 };
<endif>
 <tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
 // delegates
 <grammar.delegates:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
 // delegators
 <grammar.delegators:
   {g|private <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
```

```
 public override void SetState(RecognizerSharedState state)
 {
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
 }

<if(TREE_PARSER)>
 public override void SetTreeNodeStream(ITreeNodeStream input)
 {
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g:delegateName()>.SetTreeNodeStream(input);}; separator="\n">
 }
<endif>
<endif>

 <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 <@members()>

 public
 override string[] TokenNames { get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; }
}
 public override string GrammarFileName { get { return "<fileName>"; } }

 <members>

 partial void OnCreated();
 partial void EnterRule(string ruleName, int ruleIndex);
 partial void LeaveRule(string ruleName, int ruleIndex);

 #region Rules
 <rules; separator="\n">
 #endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
 #region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)>
<ruleDescriptor.name; format="id">(<ruleDescriptor.parameterScope:parameterScope()>)<!throws
RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name;
 format="id">(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name;
format="id">}; separator=", "><endif>); \}}; separator="\n">
 #endregion Delegated rules
<endif>

 <insertSynpreds(synpreds)>
```

```
<if(cyclicDFAs)>
 #region DFA
 <cyclicDFAs:{dfa | private DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

 protected override void InitDFAs()
 {
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
 }

 <cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
 #endregion DFA
<endif>

<if(bitsets)>
 #region Follow sets
 private static class Follow
 {
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
 }
 #endregion Follow sets
<endif>
}
>>

@genericParser.members()
 ::= <<
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
 : base(input, state)
{
<if(grammar.directDelegates)>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
<endif>
```

```
<if(grammar.delegators)>
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
<endif>
 <parserCtorBody()>
 OnCreated();
}
>>

//
 imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new System.Collections.Generic.Dictionary\<int,
int>[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>}, labelType="IToken",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken",
 filterMode=false, ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="object",
superClass={<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
        members={<actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
```

```
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates
 cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<

partial void EnterRule_<ruleName>_fragment();
partial void LeaveRule_<ruleName>_fragment();

// $ANTLR start <ruleName>
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
 <ruleLabelDefs(...)>
 EnterRule_<ruleName>_fragment();
 EnterRule("<ruleName>_fragment", <ruleDescriptor.index>);
 TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try
 {
  <block>
 }
 finally
 {
  TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
  LeaveRule_<ruleName>_fragment();
 }
}
// $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
private
 bool EvaluatePredicate(System.Action fragment)
{
 bool success = false;
 state.backtracking++;
 <@start()>
 try { DebugBeginBacktrack(state.backtracking);
 int start = input.Mark();
```

```
 try
 {
  fragment();
 }
 catch ( RecognitionException re )
 {
  System.Console.Error.WriteLine("impossible: "+re);
 }
 success = !state.failed;
 input.Rewind(start);
 } finally { DebugEndBacktrack(state.backtracking, success); }
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0)
 {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
 "bottomup":{<ruleWrapperBottomup()>},
 "topdown":{<ruleWrapperTopdown()>},
 default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { <if(buildAST)>return
<endif>bottomup(); }
<endif>
```

```
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Topdown() { <if(buildAST)>return
<endif>topdown(); }
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>
partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();
<ruleWrapperMap.(ruleName)>
//
 $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs(...)>
 <ruleDescriptor.actions.init>
 try { DebugEnterRule(GrammarFileName, "<ruleName>");
 DebugLocation(<ruleDescriptor.tree.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 <@preamble()>
 try
 {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
```

```
<else>
 catch (RecognitionException
 re)
 {
  ReportError(re);
  Recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
 }
 DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
 } finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
 <@postamble()>
 <returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>

catch(decl,action)
 ::= <<
catch (<e.decl>)
{
 <e.action>
}
>>
```

```
ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new
<returnType(ruleDescriptor)>(<if(ruleDescriptor.returnScope.attributes)>this<endif>);
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_stack.Push(new <it>_scope(this));<it>_scopeInit(<it>_stack.Peek());};
separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_stack.Push(new
<it.name>_scope(this));<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
 separator="\n">
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil
dcardTreeListLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it|List\<<ASTLabelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it|<labelType> <it.label.text> = default(<labelType>);};
```

```
 separator="\n"
>
<[ruleDescriptor.charListLabels,
 ruleDescriptor.charLabels]
 :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it|List\<<labelType>\> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!> retval
<endif>
<endif>
<endif>
;
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
 }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
```

```
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
 EnterRule_<ruleName>();
 EnterRule("<ruleName>", <ruleDescriptor.index>);
 TraceIn("<ruleName>", <ruleDescriptor.index>);
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 try
 {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int _type = <ruleName>;
  int _channel = DefaultTokenChannel;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type
 = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally
 {
  TraceOut("<ruleName>", <ruleDescriptor.index>);
  LeaveRule("<ruleName>", <ruleDescriptor.index>);
  LeaveRule_<ruleName>();
  <ruleScopeCleanUp()>
  <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>
```

```
/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
 <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>);
 }
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
```

```
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  if (cnt<decisionNumber> >= 1)
   goto loop<decisionNumber>;

  <ruleBacktrackFailure()>
  EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
```

```
 DebugRecognitionException(eee<decisionNumber>);
 <@earlyExitException()>
 throw
eee<decisionNumber>;
 }
 cnt<decisionNumber>++;
}
loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
 <decision>
 } finally { DebugExitDecision(<decisionNumber>); }
 <@postdecision()>
 switch ( alt<decisionNumber> )
 {
 <alts:{a|<altSwitchCase(i,a)>}>
 default:
  goto loop<decisionNumber>;
 }
}

loop<decisionNumber>:
 ;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt
```

```
 ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
 <@prealt()>
 DebugEnterAlt(<altNum>);
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one
 per line */
element(it) ::= <%
<@prematch()>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
```

```
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabel(label,elem) ::= <<
#error The listLabel template should not be used with this target.<\n>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List\<<elemType; null={<labelType>}>\>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label)
 ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
 input.Consume();
 <postmatchCode>
 <if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
```

```
else
{
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 DebugRecognitionException(mse);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(mse);
 throw mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
 !>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

matchSetLabel()
 ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
```

```
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope)
 ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name; format="id">(<args;
```

```
separator=", ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenTypes.Invalid,
 TokenChannels.Default, <label>Start<elementIndex>, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
```

```
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF);
 <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive rules
recRuleDefArg()                    ::= "int <recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0=$<ruleName>_primary.tree;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
 Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/**
 Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (!(<evalPredicate(...)>))
{
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)
```

```
dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
{
<if(eotPredictsAlt)>
 alt<decisionNumber> = <eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
 DebugRecognitionException(nvae);
 <@noViableAltException()>
 throw nvae;
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller,
 and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
 alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
```

```
>>

/** An
 accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<else>
 {
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>,
 <stateNumber>, input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
 }
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
}<\n>
```

```
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it|case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
try
{
 alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch
 (NoViableAltException nvae)
{
 DebugRecognitionException(nvae);
 throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
```

```
*/
cyclicDFA(dfa) ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
 private const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n\t\t\"">";
 private
 const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n\t\t\"">";
 private const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n\t\t\"">}>";
 private static readonly string[] DFA<dfa.decisionNumber>_transitionS =
  {
   <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
  };

 private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
 private static readonly short[] DFA<dfa.decisionNumber>_eof =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
 private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
 private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
 private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
 private
 static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
 private static readonly short[][] DFA<dfa.decisionNumber>_transition;

 static DFA<dfa.decisionNumber>()
 {
  int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
  DFA<dfa.decisionNumber>_transition = new short[numStates][];
  for ( int i=0; i \< numStates; i++ )
  {
   DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
  }
 }
```

```
 public DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>,
SpecialStateTransitionHandler specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
  : base(specialStateTransition)
<endif>
 {
  this.recognizer = recognizer;
  this.decisionNumber = <dfa.decisionNumber>;
  this.eot = DFA<dfa.decisionNumber>_eot;
  this.eof = DFA<dfa.decisionNumber>_eof;
  this.min = DFA<dfa.decisionNumber>_min;
  this.max
 = DFA<dfa.decisionNumber>_max;
  this.accept = DFA<dfa.decisionNumber>_accept;
  this.special = DFA<dfa.decisionNumber>_special;
  this.transition = DFA<dfa.decisionNumber>_transition;
 }

 public override string Description { get { return "<dfa.description>"; } }

 public override void Error(NoViableAltException nvae)
 {
  DebugRecognitionException(nvae);
 }
}<\n>
<if(dfa.specialStateSTs)>
private int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
 <if(LEXER)>
 IIntStream input = _input;
 <endif>
 <if(PARSER)>
 ITokenStream input = (ITokenStream)_input;
 <endif>
 <if(TREE_PARSER)>
 ITreeNodeStream input = (ITreeNodeStream)_input;
 <endif>
 int _s = s;
 s = -1;
 <! pull these outside the switch cases to save space on locals !>
 int LA<dfa.decisionNumber>_1 = input.LA(1);
 int index<dfa.decisionNumber>_1 = input.Index;
 switch (_s)
 {
 <dfa.specialStateSTs:{state |case <i0>:<! compressed
 special state numbers 0..n-1 !>
 <state>}; separator="\n">
```

```
 default:
  break;
 }

 if (s >= 0)
  return s;

<if(backtracking)>
 if (state.backtracking > 0) {state.failed=true; return -1;}
<endif>
 NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
 dfa.Error(nvae);
 throw nvae;
}
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
 <! get next lookahead symbol to test edges, then rewind !>
 input.Rewind();
<endif>
 <edges; separator="\nelse ">
<if(semPredState)>
 <! return input cursor to state before we rewound !>
 input.Seek(index<decisionNumber>_1);
<endif>
 break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber,
 predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
```

```
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k>)<ge()><lower> && input.LA(<k>)<le()><upper>)"

le() ::= "\<="
ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected sealed partial class <scope.name>_scope
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">

 public <scope.name>_scope(<grammar.recognizerName> grammar) { OnCreated(grammar); }
```

```
 partial void OnCreated(<grammar.recognizerName> grammar);
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
 <scope.actions.scopeinit>
}
<else>
partial void <scope.name>_scopeInit( <scope.name>_scope scope );
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope
 scope )
{
 <scope.actions.scopeafter>
}
<else>
partial void <scope.name>_scopeAfter( <scope.name>_scope scope );
<endif>
protected readonly ListStack\<<scope.name>_scope> <scope.name>_stack = new
ListStack\<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes && ruleDescriptor.hasMultipleReturnValues)>
 <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
 <ruleDescriptor.singleValueReturnType>
<else>
 void
<endif>
%>

/** Generate the C# type associated with a single or multiple return
```

```
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
 <ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
 <referencedRule.singleValueReturnType>
<else>
 void
<endif>
%>

delegateName(it)
 ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(label.referencedRule)> <label.label.text> = <initValue(ruleLabelType(label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> sealed partial class
<ruleDescriptor:returnStructName()>
 : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
 <scope.attributes:{it|public <it.decl>;}; separator="\n">
 <@ruleReturnMembers()>
}
<endif>
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>
```

```
@returnScope.ruleReturnMembers() ::= <<
public <ruleDescriptor:returnStructName()>(<grammar.recognizerName> grammar) {OnCreated(grammar);}
partial void OnCreated(<grammar.recognizerName> grammar);
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"
```

```
/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name;
 format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:default(string))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr)
 ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>))"
```

```
ruleLabelPropertyRef_tree(scope,attr) ::=
"(<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
 input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr)
 ::=
   "(<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
   "(<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
```

```
  input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::=
  "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction() ::= <<
  <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{it|<it>UL};separator=",">});
>>
```

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/CSharp3.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;

 public ITreeAdaptor TreeAdaptor

```
 {
  get
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor
 = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
    <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>
```

@ctorForPredefinedListener.superClassRef() ::= ": base(input, dbg)"

@ctorForPredefinedListener.finally()
 ::=<<
<if(grammar.grammarIsRoot)><! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location(<e.line>, <e.pos>);"

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp2/ASTDbg.stg
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

@outputFile.imports() ::= <<
<@super.imports()>

<if(!TREE_PARSER)>
<! tree parser would already have imported !>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

parserCtorBody()
```

```
 ::= <%
<super.parserCtorBody()><\n>
TreeAdaptor =
<if(actions.(actionScope).treeAdaptorInitializer)>
 <actions.(actionScope).treeAdaptorInitializer>
<else>
 new <actions.(actionScope).treeAdaptorType; null="CommonTreeAdaptor">()
<end>
;
%>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
 get
 {
  return adaptor;
 }

 set
 {
  this.adaptor = value;
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
 }
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs()
 ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
```

:{it|<ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}; separator="\n">
<ruleDescriptor.tokenListLabels:{it|<ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);};
separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
:{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
:{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0
= (<ASTLabelType>)adaptor.Nil();
<endif>
<endif>
<endif>
>>

// T r a c k i n g R u l e E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

```
/** Match ^(label+=TOKEN
 ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

//
 R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
```

```
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef()>.Tree = root_0;
<rewriteCodeLabels()>
root_0
 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if (<prevRuleRootRef()>.Tree != null)
 input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef()>.Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
 :{it|RewriteRuleSubtreeStream
 stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
```

```
 :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if
 (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
```

```
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a)
 ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
 <a.alt>
}
<else>
{
 <a.alt>
}
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
```

```
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/**
 Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token,
 ...)>, root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
```

```
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/**
 Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
```

<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>,
 <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp2/AST.stg
No license file was found, but licenses were detected in source scan.

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*/

```
@genericParserHeaderFile.memVars() ::= <<
/* AST parserHeaderFile.memVars */
NSInteger ruleLevel;
NSArray *ruleNames;
<@super.memVars()>  /* AST super.memVars */
<parserMemVars()>   /* AST parserMemVars */
>>

@genericParserHeaderFile.properties() ::= <<
/* AST parserHeaderFile.properties */
<@super.properties()>  /* AST super.properties */
<parserProperties()>   /* AST parserproperties */
>>

@genericParserHeaderFile.methodsDecl()
 ::= <<
/* AST parserHeaderFile.methodsDecl */
<@super.methodsDecl()>  /* AST super.methodsDecl */
<parserMethodsDecl()>   /* AST parsermethodsDecl */
>>

@genericParser.synthesize() ::= <<
/* AST genericParser.synthesize */
<@super.synthesize()>
<parserSynthesize()>
>>

@genericParser.methods() ::= <<
/* AST genericParser.methods */
<@super.methods()>
<parserMethods()>
>>

/* additional init code for tree support */
@genericParser.init() ::= <<
/* AST genericParser.init */
<@super.init()>
[self setTreeAdaptor:[[CommonTreeAdaptor newTreeAdaptor] retain]];
>>

@genericParser.dealloc() ::= <<
/* AST genericParser.dealloc */
[self setTreeAdaptor:nil];
```

```
<@super.dealloc()>
>>

/* Add an adaptor property that knows how to build trees */
parserMemVars() ::= <<
/* AST parserMemVars */
id\<TreeAdaptor> treeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserProperties() ::= <<
/* AST parserProperties */
@property (retain,
 getter=getTreeAdaptor, setter=setTreeAdaptor:) id\<TreeAdaptor> treeAdaptor;
>>

/** Declaration of additional tree support methods - go in interface of parserHeaderFile() */
parserMethodsDecl() ::= <<
/* AST parserMethodsDecl */
- (id\<TreeAdaptor>) getTreeAdaptor;
- (void) setTreeAdaptor:(id\<TreeAdaptor>)theTreeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserSynthesize() ::= <<
/* AST parserProperties */
@synthesize treeAdaptor;
>>

/** Definition of addition tree support methods - go in implementation of genericParser() */
parserMethods() ::= <<
/* AST parserMethods */
- (id\<TreeAdaptor>) getTreeAdaptor
{
 return treeAdaptor;
}

- (void) setTreeAdaptor:(id\<TreeAdaptor>)aTreeAdaptor
{
 if (aTreeAdaptor != treeAdaptor) {
  treeAdaptor = aTreeAdaptor;
 }
}
>>

/** addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* AST returnScopeInterface.memVars */
```

```
<recognizer.ASTLabelType; null="CommonTree">
 *tree;
>>

/** the interface of returnScope properties */
@returnScopeInterface.properties() ::= <<
/* AST returnScopeInterface.properties */
@property (retain, getter=getTree, setter=setTree:) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* AST returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;<\n>
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope synthesize */
@returnScopeImplementation.synthesize() ::= <<
/* AST returnScope.synthesize */
@synthesize tree;
>>

/** the implementation of returnScope methods */
@returnScopeImplementation.methods() ::= <<
/* AST returnScope.methods */
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
      if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}

- (void) dealloc
{
  self.tree = nil;
  [super dealloc];
}

>>
```

```
/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
/* AST ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *root_0 = nil;<\n>
>>

ruleLabelDefs() ::= <<
/* AST ruleLabelDefs */
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> *<it.label.text>_tree=nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> *<it.label.text>_tree = nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{it | RewriteRuleTokenStream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
                                    description:@"token <it>"] retain];}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{it
 | RewriteRuleSubtreeStream *stream_<it> =
  [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
                                      description:@"rule <it>"] retain];}; separator="\n">
>>

ruleCleanUp() ::= <<
/* AST ruleCleanUp */
<super.ruleCleanUp()>
<[ruleDescriptor.allTokenRefsInAltsWithRewrites,ruleDescriptor.allRuleRefsInAltsWithRewrites]:{it |
[stream_<it> release];}; separator="\n">
<!
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(backtracking)>if ( state.backtracking == 0 ) {<\n>
<endif>
  [<prevRuleRootRef()> setTree:(<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0]];<\n>
  [treeAdaptor setTokenBoundaries:[<prevRuleRootRef()> getTree]
                     From:[<prevRuleRootRef()> getStart]
                       To:[<prevRuleRootRef()> getStop]];<\n>
<if(backtracking)>}<\n>
<endif>
<endif>
[root_0 release];
!>
>>

rewriteCodeLabelsCleanUp() ::= <<
/* AST
 rewriteCodeLabelsCleanUp */
<referencedTokenLabels:{it | [stream_<it> release];}; separator="\n">
<referencedTokenListLabels:{it | [stream_<it> release];}; separator="\n">
<referencedRuleLabels:{it | [stream_<it> release];}; separator="\n">
```

```
<referencedRuleListLabels:{it | [stream_<it> release];}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>
if
 ( <actions.(actionScope).synpredgate> ) <endif>
   [stream_<token> addElement:<label>];<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)>
<if(backtracking)>
if ( !<actions.(actionScope).synpredgate> ) <endif>
   [stream_<token> addElement:<label>];<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
```

```
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) <endif>
[stream_<rule.name> addElement:[<label> getTree]];
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<! <super.ruleRefRuleRoot(...)> !>
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
   [stream_<rule.name> addElement:[<label> getTree]];<\n>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem={[<label> getTree]},...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel,
 enclosingTreeLevel, treeLevel) ::=
<<
```

```
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;<\n>
<rewriteCodeLabels()>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<\n>
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)[treeAdaptor rulePostProcessing:root_0];
[input replaceChildren:[treeAdaptor getParent:retval.start]
                  From:[treeAdaptor getChildIndex:retval.start]
                   To:[treeAdaptor getChildIndex:_last]
                 With:retval.tree];
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;<\n>
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;<\n>
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
description:@"token <it>" element:<it>] retain];};
  separator="\n"
>
<referencedTokenListLabels:{it | RewriteRule<rewriteElementType>Stream *stream_<it> =
  [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
     description:@"token <it>" elements:list_<it>] retain];};
  separator="\n"
```

```
>
<referencedWildcardLabels:{it
 | RewriteRuleSubtreeStream stream_<it> =
   [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      description:"wildcard <it>" element:<it>] retain];};
   separator="\n"
>
<referencedWildcardListLabels:{it | RewriteRuleSubtreeStream stream_<it> =
   [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      descriptor:"wildcard <it>" elements:list_<it>] retain];};
   separator="\n"
>
<referencedRuleLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
   [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      description:@"token <it>" element:<it>!=nil?[<it> getTree]:nil] retain];};
   separator="\n"
>
<referencedRuleListLabels:{it | RewriteRuleSubtreeStream *stream_<it> =
   [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
      description:@"token <it>" elements:list_<it>] retain];};
   separator="\n"
>
>>

/** Generate code for an optional rewrite block;
 note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | [stream_<el> hasNext]}; separator="||"> ) {
 <alt>
}
<referencedElementsDeep:{el | [stream_<el> reset];<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
```

```
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description)
 ::=
<<
// <fileName>:<description>
{
if ( !(<referencedElements:{el | [stream_<el> hasNext]}; separator=" || "">) ) {
  @throw [RewriteEarlyExitException newException];
}
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator=" || "> ) {
  <alt>
}
<referencedElements:{el | [stream_<el> reset];<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = nil;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> *root_<treeLevel> = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];
  <root:rewriteElement()>
  <children:rewriteElement()>
  [treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
```

```
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e)
 ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
// TODO: args: <args; separator=", ">
[treeAdaptor addChild:<createRewriteNodeFromElement(...)> toTree:root_<treeLevel>];<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args]
 ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createRewriteNodeFromElement(...)>
old:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
[treeAdaptor addChild:<createImaginaryNode(tokenType=token, ...)> toTree:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
```

```
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createImaginaryNode(tokenType=token, ...)>
old:root_<treeLevel>];<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef()
 ::= "retval"

rewriteRuleRef(rule) ::= <<
[treeAdaptor addChild:[stream_<rule> nextTree] toTree:root_<treeLevel>];<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:(id\<Tree>)[stream_<rule> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteNodeAction(action) ::= <<
[treeAdaptor addChild:<action> toTree:root_<treeLevel>];<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<action> old:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
```

```
old:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:<tokenType> <if(args)>, <args; separator=", "><endif>]
<else>
  <if(args)>
    [[treeAdaptor createTree:<tokenType> <if(first(args))>FromToken:<first(args)><endif>
<if(first(rest(args)))>Text:<first(rest(args))><else>Text:@"<tokenType>"<endif>] retain]
  <else>
    [[treeAdaptor createTree:<tokenType> Text:@"<tokenType>"] retain]
  <endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:[stream_<token> nextToken]<if(args)>, <args;
separator=", "><endif>]
<else>
  <if(args)> <! must create new node from old !>
    [[treeAdaptor createTree:<token> Text:<first(rest(args))> <args; separator=", ">] retain]
  <else>
    [stream_<token> nextNode]
  <endif>
<endif>
>>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/AST.stg
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.StringTemplate;
using Antlr.StringTemplate.Language;
<if(!backtracking)>
using Hashtable = System.Collections.Hashtable;
<endif>

>>

/**
 Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
private StringTemplate _st;
public StringTemplate Template { get { return _st; } set { _st = value; } }
public override string ToString() { return (Template==null) ? string.Empty : Template.ToString(); }
>>

```
@genericParser.members() ::= <<
<@super.members()>
protected StringTemplateGroup templateLib = new StringTemplateGroup("<name>Templates",
typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateLib
{
 get { return this.templateLib; }
 set { this.templateLib = value; }
}

/// \<summary> Allows convenient multi-value initialization:
///  "new STAttrMap().Add(...).Add(...)"
/// \</summary>
protected class STAttrMap : Hashtable
{
 public STAttrMap Add(string attrName, object value)
 {
   base.Add(attrName, value);
   return this;
 }
 public STAttrMap Add(string attrName, int value)
 {
   base.Add(attrName, value);
    return this;
 }
}
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Template",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
```

```
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
((TokenRewriteStream)input).Replace(
 ((IToken)retval.Start).TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt() ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>) {
    retval.Template = <it.alt>;
}<\n>
<else>
{
   retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <<
templateLib.GetInstanceOf("<name>"<if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
```

```
templateLib.GetInstanceOf(<expr><if(args)>,
 new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
  new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
 <endif>)
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp2/ST.stg
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*/

/*
* This code generating template and the associated Cpp runtime was produced by:
* Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim Idle )
*/
cTypeInitMap ::= [
 "int"     : "0",             // Integers     start out being 0
 "long"    : "0",             // Longs        start out being 0
 "float"   : "0.0",           // Floats       start out being 0
 "double"  : "0.0",           // Doubles
 start out being 0
 "bool"    : "false",   // Booleans     start out being Antlr C for false
 "byte"    : "0",             // Bytes        start out being 0
 "short"   : "0",             // Shorts       start out being 0
 "char"    : "0"              // Chars        start out being 0
]

leadIn(type) ::=
<<
/** \file
*  This <type> file was generated by $ANTLR version <ANTLRVersion>
*
*     -  From the grammar source file : <fileName>
*     -                          On : <generatedTimestamp>
<if(LEXER)>
*     -                for the lexer : <name>Lexer
<endif>
<if(PARSER)>
*     -               for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
*     -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
```

```
* C++ language generator and runtime by Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim
Idle )
*
*
>>

/** The overall file structure of a recognizer;
 stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
        ) ::=
<<
<leadIn("C++ source")>
*/
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```
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<if(actions.(actionScope).header)>

/* ============================================================================
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* ============================================================================
*/
<endif>

/* ----------------------------------------
* Include the ANTLR3 generated header file.
*/
#include    "<name>.hpp"
<if(trace)>
#include \<iostream>
<endif>
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g|#include "<g.recognizerName>.hpp"
 }; separator="\n">
<endif>
```

```
<actions.(actionScope).postinclude>
/* ----------------------------------------- */

<docComment>

<if(literals)>

<beginNamespace(actions)>

/** String literals used by <name> that we must do things like MATCHS() with.
*  C will normally just lay down 8 bit characters, and you can use L"xxx" to
*  get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
*  we perform this little trick of defining the literals as arrays of UINT32
*  and passing in the address of these.
*/
<literals:{it | static ANTLR_UCHAR lit_<i>[]  = <it>;}; separator="\n">

<endNamespace(actions)>

<endif>

/* ============================================================================= */

/* =============================================================================
* Start of recognizer
*/

<recognizer>

/* End of code
* =============================================================================
*/

>>
headerFileExtension()
 ::= ".hpp"

beginNamespace(actions) ::= <%
 <if(actions.(actionScope).namespace)>
 namespace <actions.(actionScope).namespace> {
 <endif>
%>

endNamespace(actions) ::= <%
 <if(actions.(actionScope).namespace)>
 }
 <endif>
%>
```

```
headerFile( LEXER,
        PARSER,
        TREE_PARSER,
        actionScope,
        actions,
        docComment,
        recognizer,
        name,
        tokens,
        tokenNames,
        rules,
        cyclicDFAs,
        bitsets,
        buildTemplate,
        buildAST,
        rewriteMode,
        profile,
        backtracking,
        synpreds,
        memoize,
        numRules,
        fileName,
        ANTLRVersion,
        generatedTimestamp,
        trace,
        scopes,
        superClass,
        literals
    ) ::=
<<
<leadIn("C++ header")>
<if(PARSER)>
* The parser <mainName()>
 has the callable functions (rules) shown below,
<endif>
<if(LEXER)>
* The lexer <mainName()> has the callable functions (rules) shown below,
<endif>
<if(TREE_PARSER)>
* The tree parser <mainName()> has the callable functions (rules) shown below,
<endif>
* which will invoke the code for the associated rule in the source grammar
* assuming that the input stream is pointing to a token/text stream that could begin
* this rule.
*
* For instance if you call the first (topmost) rule in a parser grammar, you will
```

```
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors and so on.
*
*/
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#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* ============================================================================
* Standard antlr3 C++ runtime definitions
*/
#include \<antlr3.hpp>

/* End of standard antlr 3 runtime definitions
* ============================================================================
*/

<actions.(actionScope).includes>
```

```
<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include "<g.recognizerName>.hpp"}; separator="\n">

<endif>


<actions.(actionScope).header>

#ifdef WIN32
// Disable: Unreferenced parameter,       - Rules with parameters
 that are not used
//          constant conditional,       - ANTLR realizes that a prediction is always true (synpred usually)
//          initialized but unused variable     - tree rewrite variables declared but not needed
//          Unreferenced local variable      - lexer rule declares but does not always use _type
//          potentially unitialized variable used   - retval always returned from a rule
//   unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127
 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* ==========================
* BACKTRACKING IS ENABLED
* ==========================
*/
<endif>

<beginNamespace(actions)>

<if(recognizer.grammar.delegators)>
// Include delegator definition classes
//
<recognizer.grammar.delegators: {g|class <g.recognizerName>; }; separator="\n">
<endif>
```

```
<actions.(actionScope).traits>
typedef <name>Traits <name>ImplTraits;

<rules:{r | <if(r.ruleDescriptor.isSynPred)> struct <r.ruleDescriptor.name> {\}; <endif>}; separator="\n">

class <name>Tokens
{
public:
 /** Symbolic definitions of all the tokens that the <grammarType()> will work with.
  *
  * Antlr will define EOF, but we can't use that as it it is too common in
  * in C header files and that would be confusing. There is no way to filter this out at the moment
  * so we just undef it here for now. That isn't the value we get back
 from C recognizers
  * anyway. We are looking for ANTLR_TOKEN_EOF.
  */
 enum Tokens
 {
  EOF_TOKEN = <name>ImplTraits::CommonTokenType::TOKEN_EOF
  <tokens:{it | , <it.name> = <it.type> }; separator="\n">
 };

};

/** Context tracking structure for <mainName()>
*/
class <name> : public <componentBaseType()>, public <name>Tokens
{
public:
 typedef <name>ImplTraits ImplTraits;
 typedef <name> ComponentType;
 typedef ComponentType::StreamType StreamType;
 typedef <componentBaseType()> BaseType;
 typedef ImplTraits::RecognizerSharedStateType\<StreamType> RecognizerSharedStateType;
 typedef StreamType InputType;
<if(recognizer.filterMode)>
 static const bool IsFiltered = true;
<else>
 static const bool IsFiltered = false;
<endif>

 <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
 <rules:{r | <if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)><endif>}>

private:
<if(recognizer.grammar.delegates)>
 <recognizer.grammar.delegates:
```

```
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<if(recognizer.grammar.delegators)>
 <recognizer.grammar.delegators:
      {g|<g.recognizerName>*  m_<g:delegateName()>;}; separator="\n">
<endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>
  <@members>
  <@end>

public:
  <name>(InputType* instream<recognizer.grammar.delegators:{g|, <g.recognizerName>*
<g:delegateName()>}>);
  <name>(InputType* instream, RecognizerSharedStateType* state<recognizer.grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>);

  void init(InputType* instream <recognizer.grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>
);

  <actions.(actionScope).context>

<if(LEXER)>
<if(recognizer.filterMode)>
   void  memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart);
  bool  alreadyParsedRule(ANTLR_MARKER ruleIndex);
  <filteringNextToken()>
<endif>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
m<r.ruleDescriptor.name>( <r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>  <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred(
antlr3::ClassForwarder\< <r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnScope(ruleDescriptor=r.ruleDescriptor)>}>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)> <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<r.ruleDescriptor.name> (<r.ruleDescriptor.parameterScope:parameterScope()>);
 <endif>}; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>  <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred(
antlr3::ClassForwarder\< <r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>};
separator="\n">
```

```
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
   // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
   <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>);}; separator="\n">
<endif>

   const char *    getGrammarFileName();
   void            reset();
   ~<name>();

};

// Function protoypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
<if(!recognizer.grammar.grammarIsRoot)>
extern ANTLR_UINT8*
   <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>


/* End of token definitions for <name>
* =============================================================================
*/

<endNamespace(actions)>

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

grammarType() ::= <%
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>
%>

componentType() ::= <<
```

```
<if(PARSER)>
<name>ImplTraits::ParserType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType
<endif>
>>

componentBaseType() ::= <%
<if(PARSER)>
<name>ImplTraits::BaseParserType
<endif>
<if(LEXER)>
<name>ImplTraits::BaseLexerType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::BaseTreeParserType
<endif>
%>

streamType() ::= <<
<if(PARSER)>
<name>ImplTraits::ParserType::StreamType
<endif>
<if(LEXER)>
<name>ImplTraits::LexerType::StreamType
<endif>
<if(TREE_PARSER)>
<name>ImplTraits::TreeParserType::StreamType
<endif>
>>


mainName()
 ::= <%
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
%>
```

```
headerReturnScope(ruleDescriptor) ::= "<returnScope(scope=ruleDescriptor.returnScope)>"

headerReturnType(ruleDescriptor) ::= <%
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
%>

// Produce the lexer output
//
lexer(  grammar,
 name,
      tokens,
      scopes,
      rules,
      numRules,
      filterMode,
      superClass,
      labelType="ImplTraits::CommonTokenType*") ::= <<

using namespace antlr3;

<beginNamespace(actions)>

<if(filterMode)>

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases
 this might generate code akin to:
*   if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
*/
void <name>::memoize(ANTLR_MARKER  ruleIndex, ANTLR_MARKER  ruleParseStart)
{
 BaseType* base = this;
 if ( this->get_backtracking()>1 )
  base->memoize( ruleIndex, ruleParseStart );

}

bool <name>::alreadyParsedRule(ANTLR_MARKER ruleIndex)
```

```
{
 BaseType* base = this;
 if ( this->get_backtracking() > 1 )
  return base->haveParsedRule(ruleIndex);
 return false;
}

<endif>

/* ============================================================================
* Lexer matching rules end.
* ============================================================================
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

<name>::~<name>()
{
<if(memoize)>
 RuleMemoType* rulememo = this->getRuleMemo();
 if(rulememo != NULL)
 {
  delete rulememo;
  this->setRuleMemo(NULL);
 }
<endif>
<if(grammar.directDelegates)>
 //
 Free the lexers that we delegated to
 // functions to. NULL the state so we only free it once.
 //
 <grammar.directDelegates:
       {g| m_<g:delegateName()>->set_lexstate(NULL);
       delete m_<g:delegateName()>; }; separator="\n">
<endif>
}

void
<name>::reset()
{
   this->get_rec()->reset();
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";
```

```
/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
 return fileName;
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, NULL)
{
 // See if we can create a new lexer
 with the standard constructor
 //
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
*     - Success p<name> initialized for the lex start
*     - Fail NULL
*/
<name>::<name>(StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, state)
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>} >);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>} >)
{
   /* -------------------------------------------------------------------
    * Memory for basic structure is allocated, now to fill in
    * in base ANTLR3 structures. We initialize the function pointers
    * for
 the standard ANTLR3 lexer function set, but upon return
    * from here, the programmer may set the pointers to provide custom
    * implementations of each function.
```

```
    *
    * We don't use the macros defined in <name>.h here so you can get a sense
    * of what goes where.
    */

<if(memoize)>
<if(grammar.grammarIsRoot)>
   // Create a LIST for recording rule memos.
   //
   this->setRuleMemo( new IntTrie(15) ); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

<if(grammar.directDelegates)>
 // Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
       {g|m_<g:delegateName()> = new <g.recognizerName>(instream, this->get_lexstate(),
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
 // Install the pointers back to lexers that will delegate us to perform certain functions
 // for them.
 //
 <grammar.delegators:
       {g|
 m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
<endif>
}

<if(cyclicDFAs)>

/* ============================================================================
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the lexer
*/
<endif>

/* ============================================================================
* Functions to match the lexer grammar defined tokens from the input stream
*/

<rules; separator="\n\n">
```

```
/* ============================================================================
* Lexer matching rules end.
* ============================================================================
*/
<if(synpreds)>

/* ============================================================================
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* ============================================================================
 * Lexer syntactic predicates end.
* ============================================================================
*/
<endif>

/* End of Lexer code
* ================================================
* ================================================
*/

<endNamespace(actions)>

>>


filteringNextToken() ::= <<
<name>ImplTraits::CommonTokenType*
<name>ImplTraits::TokenSourceType::nextToken()
{
  LexerType*   lexer;
  typename LexerType::RecognizerSharedStateType* state;

  lexer   = this->get_super();
  state = lexer->get_lexstate();

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.
   */
  state->set_token_present( false );
  state->set_error( false );     /* Start out without an exception */
  state->set_failedflag(false);

  /* Record the start of the token in our input stream.
   */
  state->set_tokenStartCharIndex( lexer->index();
   state->set_tokenStartCharPositionInLine( lexer->getCharPositionInLine() );
  state->set_tokenStartLine( lexer->getLine() );
```

```
 state->set_text("");

 /* Now call the matching rules and see if we can generate a new token
  */
 for (;;)
 {
if (lexer->LA(1) == ANTLR_CHARSTREAM_EOF)
{
 /* Reached the end of the stream, nothing more to do.
  */
 CommonTokenType&    teof = m_eofToken;

 teof.set_startIndex(lexer->getCharIndex());
 teof.set_stopIndex(lexer->getCharIndex());
 teof.setLine(lexer->getLine());
 return  &teof;
}

state->set_token_present(false);
state->set_error(false);     /* Start out without an exception */

{
 ANTLR_MARKER   m;

 m = this->get_istream()->mark();
 state->set_backtracking(1);    /* No exceptions */
 state->set_failedflag(false);

 /* Call the generated lexer, see if it can get a new token together.
  */
 lexer->mTokens();
   state->set_backtracking(0);

   <! mTokens backtracks with synpred at BACKTRACKING==2
  and we set the synpredgate to allow actions at level 1. !>

 if(state->get_failed())
 {
  lexer->rewind(m);
  lexer->consume(); <! advance one char and try again !>
 }
 else
 {
  lexer->emit();     /* Assemble the token and emit it to the stream */
  TokenType& tok = state->get_token();
  return &tok;
 }
}
```

```
  }
}
>>

actionGate() ::= "this->get_backtracking()==0"

filteringActionGate() ::= "this->get_backtracking()==1"

/** How to generate a parser */
genericParser(  grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, inputStreamType, superClass,
            labelType, members, rewriteElementType,
            filterMode, ASTLabelType="ImplTraits::TreeType*") ::= <<

using namespace antlr3;
<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
*         error reporting.
*/
ANTLR_UINT8*
 <name>TokenNames[<length(tokenNames)>+4]
   = {
     (ANTLR_UINT8*) "\<invalid>",       /* String to print to indicate an invalid token */
     (ANTLR_UINT8*) "\<EOR>",
     (ANTLR_UINT8*) "\<DOWN>",
     (ANTLR_UINT8*) "\<UP>",
     <tokenNames:{it |(ANTLR_UINT8*) <it>}; separator=",\n">
    };
<endif>

  <@members>

  <@end>

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
 return fileName;
}
/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
```

```
* \return Pointer to new parser context upon success.
*/
<name>::<name>( StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("NULL")>
{
 // See if we can
 create a new parser with the standard constructor
 //
 this->init(instream<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
<name>::<name>( StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g:delegateName()>}>)
<constructorInitializerType("state")>
{
 this->init(instream <grammar.delegators:{g|, <g:delegateName()>}>);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g:delegateName()>}>)
{
   <actions.parser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>
   /* Create a LIST for recording rule memos.
    */
    typedef RecognizerSharedStateType::RuleMemoType RuleMemoType;
    this->setRuleMemo( new RuleMemoType(15) ); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
<if(grammar.directDelegates)>
 //
 Initialize the lexers that we are going to delegate some
 // functions to.
 //
 <grammar.directDelegates:
       {g|m_<g:delegateName()> = new <g.recognizerName>(instream, this->get_psrstate(),
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
 <endif>
       <if(grammar.delegators)>
     // Install the pointers back to lexers that will delegate us to perform certain functions
     // for them.
     //
```

```
    <grammar.delegators: {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
 <endif>
 /* Install the token table
 */
 this->get_psrstate()->set_tokenNames( <grammar.composite.rootGrammar.recognizerName>TokenNames );

 <@debugStuff()>

}

void
<name>::reset()
{
  this->get_rec()->reset();
}

/** Free the parser resources
*/
<name>::~<name>()
{
  <@cleanup>
  <@end>
<if(grammar.directDelegates)>
 // Free the parsers that we delegated to
 // functions to.NULL the
 state so we only free it once.
 //
 <grammar.directDelegates:
      {g| m_<g:delegateName()>->set_psrstate( NULL );
      delete m_<g:delegateName()>;}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
 if(this->getRuleMemo() != NULL)
 {
  delete this->getRuleMemo();
  this->setRuleMemo(NULL);
 }
<endif>
<endif>
}

/** Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
```

```
*/
static ANTLR_UINT8** getTokenNames()
{
    return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

  <members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(bitsetname={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
            words64=it.bits, traits={<name>ImplTraits} )>}>


<if(cyclicDFAs)>

/* ============================================================================
 * DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* ============================================================================
* End of DFA tables for the parser
*/
<endif>

/* ============================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
 // Delegated methods that appear to be a part of this
 // parser
 //
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <name>::<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
  {
    <if(ruleDescriptor.hasReturnValue)>return <endif>m_<ruleDescriptor.grammar:delegateName()>-
><ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.nam
e>}; separator=", "><endif>);
  \}}; separator="\n">

<endif>
/* End of parsing rules
* ============================================
*/

/* ============================================
```

```
 * Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/* End of syntactic predicates
* ============================================
*/

>>

constructorInitializerType(rec_state) ::=<<
<if(PARSER)>
  :ImplTraits::BaseParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
<if(TREE_PARSER)>
  :ImplTraits::BaseTreeParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,
  bitsets,
  ASTLabelType,
  superClass="Parser",
  labelType="ImplTraits::CommonTokenType*",
  members={<actions.parser.members>}
  ) ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTokenStreamType*", rewriteElementType="Token", filterMode=false,
...)>
<endNamespace(actions)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser( grammar,
   name,
   scopes,
   tokens,
   tokenNames,
   globalAction,
   rules,
   numRules,
```

```
  bitsets,
  filterMode,
  labelType={<ASTLabelType>},
  ASTLabelType="ImplTraits::TreeType*",
  superClass="TreeParser",
  members={<actions.treeparser.members>}
  )
 ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTreeNodeStream*", rewriteElementType="Node", ...)>
<endNamespace(actions)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
void <name>::m<ruleName>_fragment( <ruleDescriptor.parameterScope:parameterScope()> )
{
 <ruleLabelDefs()>
 <ruleLabelInitializations()>
<if(trace)>
    ANTLR_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking() );
  <block>
  ANTLR_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\\n", this->LT(1),failed,this-
>get_backtracking());

<else>
  <block>
<endif>

goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<

bool <name>::msynpred( antlr3::ClassForwarder\< <predname> >  )
{
```

```
  ANTLR_MARKER   start;
  bool  success;

  this->inc_backtracking();
  <@start()>
  start = this->mark();
  this->m<predname>_fragment();     // can never throw exception
  success = !( this->get_failedflag() );
  this->rewind(start);
  <@stop()>
  this->dec_backtracking();
  this->set_failedflag(false);
  return success;
}<\n>
>>

lexerSynpred(predname) ::= <<
<synpred(predname)>
>>

ruleMemoization(rname)
 ::= <<
<if(memoize)>
if ( (this->get_backtracking()>0) && (this->haveParsedRule(<ruleDescriptor.index>)) )
{
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
 retval.start = 0;<\n>
<endif>
<endif>
  <(ruleDescriptor.actions.after):execAfter()>
  <finalCode(finalBlock=finally)>
<if(!ruleDescriptor.isSynPred)>
  <scopeClean()><\n>
<endif>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if  (this->hasException())
{
  goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (this->hasFailed())
```

```
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (this->get_backtracking()>0)
{
  this->set_failedflag( true );
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/**
 How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
<returnType()>
<name>::<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", this->LT(1), this-
>get_backtracking() );<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>

  <if(actions.(actionScope).rulecatch)>
   try {
  <else>
  <if(exceptions)>
     try {
  <endif>
```

```
  <endif>
  <@preamble()>
  {
     <block>
  }
  <ruleCleanUp()>

<if(exceptions)>
   <(ruleDescriptor.actions.after):execAfter()>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
  <if(!emptyRule)>
   if (this->hasException())
      {
         this->preporterror();
         this->precover();
         <@setErrorReturnValue()>
      }
      <if(ruleDescriptor.actions.after)>
      else
      {
         <(ruleDescriptor.actions.after):execAfter()>
      }<\n>
      <endif>
 <if(actions.(actionScope).rulecatch)>
    } <actions.(actionScope).rulecatch>
      <endif>
  <endif>
<endif>

  <if(trace)>ANTLR_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", this->LT(1), failed, this-
>get_backtracking() );<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}
```

```
>>

catch(decl,action) ::= <<
/*
 catch(decl,action)
*/
}catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<

<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval(this);<\n>
<else>
<if(PARSER)>
   <name>ImplTraits::RuleReturnValueType _antlr_rule_exit(this);
<endif>
<if(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<endif>
<if(memoize)>
ANTLR_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.returnScope)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)>retval.<a.name> = <a.initValue>;<endif> }>
<else>
<ruleDescriptor.returnScope.attributes:{ a | <if(a.initValue)><a.name> = <a.initValue>;<endif> }>
<endif>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = this->index();<\n>
<endif>
<ruleDescriptor.useScopes:{it | m_<it>_stack.push(<it>Scope());
 }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.push(<it.name>Scope()); }; separator="\n">
>>
```

```
ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it |ImplTraits::TokenPtrsListType list_<it.label.text>;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
>>

ruleLabelInitializations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.call_start_placeholder();
<endif>
<endif>
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.charLabels:{it
 |ANTLR_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | ImplTraits::IntTrieType<CommonTokenType>* list_<it.label.text>;}; separator="\n"
>
>>

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it |list_<it.label.text> = new ImplTraits::IntTrieType<CommonTokenType>(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it |<it.label.text> = NULL;}; separator="\n"
>
```

```
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | delete list_<it.label.text>;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize()
 ::= <<
<if(memoize)>
<if(backtracking)>
if ( this->get_backtracking() > 0 ) { this->memoize(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex: ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.call_stop_placeholder();<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes:{it | m_<it>_stack.pop(); }; separator="\n">
<ruleDescriptor.ruleScope:{it | m_<it.name>_stack.pop(); }; separator="\n">

>>
```

```
/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules, which do not produce tokens.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/**
 \brief Lexer rule generated by ANTLR3
*
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the token <ruleName>
* from the attached input stream.
*
*
* \remark
*  - lexer->error == true if an exception was thrown.
*/
void <name>::m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  ANTLR_UINT32 _type;
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
  <if(trace)>
  std::cout \<\< "enter <ruleName> '" \<\< (char)this->LA(1)
        \<\< "' line=" \<\< this->getLine() \<\< ":" \<\< this->getCharPositionInLine()
        \<\< " failed=" \<\< this->get_failedflag() \<\< " backtracking=" \<\< this->get_backtracking() \<\<
std::endl;
  <endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
   _type     = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
 this->get_lexstate()->set_type(_type);
<endif>
  <if(trace)>
  std::cout \<\< "exit <ruleName> '" \<\< (char)this->LA(1)
```

```
        \<\< "' line=" \<\< this->getLine() \<\< ":" \<\< this->getCharPositionInLine()
        \<\< " failed=" \<\< this->get_failedflag() \<\< " backtracking=" \<\< this->get_backtracking() \<\<
std::endl;
  <endif>
  <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
*  wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
*/
void
<name>::mTokens()
{
  <block><\n>

  goto ruleTokensEx; /* Prevent
 compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
  int alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
  <@postbranch()>
```

```
}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  //  <fileName>:<description>

  ANTLR_UINT32 alt<decisionNumber>;

  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
```

```
  <@preloop()>

  for (;;)
  {
      int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>)
 {
    <alts:{a | <altSwitchCase(i,a)>}>
    default:

 if ( cnt<decisionNumber> >= 1 )
 {
     goto loop<decisionNumber>;
 }
 <ruleBacktrackFailure()>
 <earlyExitEx()>
 <@earlyExitException()>
 goto
 rule<ruleDescriptor.name>Ex;
 }
 cnt<decisionNumber>++;
  }
  loop<decisionNumber>: ; /* Jump to here if this rule does not match */
  <@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
new ANTLR_Exception\< <name>ImplTraits, EARLY_EXIT_EXCEPTION, StreamType>( this->get_rec(), "" );
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
```

```
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
 <alts:{a | <altSwitchCase(i,a)>}>
 default:
    goto loop<decisionNumber>; /* break out of the loop */
    break;
  }
}
loop<decisionNumber>: ; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt
 ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>
```

```
// E L E M E N T S
/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel)
 ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = <endif> this->matchToken(<token>, &FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
list_<label>.push_back(<elem>);
>>


/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchc(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchRange(<a>, <b>);
<checkRuleBacktrackFailure()>
>>
```

```
/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="")
 ::= <<
<if(label)>
<if(LEXER)>
<label>= this->LA(1);<\n>
<else>
<label>=(<labelType>) this->LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
  this->consume();
  <postmatchCode>
<if(!LEXER)>
  this->set_perror_recovery(false);
<endif>
  <if(backtracking)> this->set_failedflag(false); <\n><endif>
}
else
{
  <ruleBacktrackFailure()>
  <mismatchedSetEx()>
  <@mismatchedSetException()>
<if(LEXER)>
  this->recover();
<else>
<! use following code to make it recover inline;
  this->recoverFromMismatchedSet(&FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>
  goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
new ANTLR_Exception\< <name>ImplTraits, MISMATCHED_SET_EXCEPTION, StreamType>( this->get_rec(),
"" );
<if(PARSER)>
this->get_exception()->set_expectingSet(NULL);
<! use following code to make it recover inline;
this->get_exception()->set_expectingSet( &FOLLOW_set_in_<ruleName><elementIndex>
 );
!>
<endif>
>>
```

```
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
ANTLR_MARKER <label>Start = this->getCharIndex();
ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
this->matchs(<string>);
<checkRuleBacktrackFailure()>
<label> = new CommonTokenType;
<label>->set_type( CommonTokenType::TOKEN_INVALID );
<label>->set_startIndex( <label>Start);
<label>->set_stopIndex( this->getCharIndex()-1);
<label>->set_input( this->get_input() );
<label>->set_line( <label>StartLine<elementIndex> );
<label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
<else>
this->matchs(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions)
 ::= <<
<if(label)>
<label>=(<labelType>)this->LT(1);<\n>
<endif>
this->matchAnyToken();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchAny();
```

```
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
this->followPush(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>m_<scope:delegateName()>-><endif><rule.name>(<if(args)><args;
 separator=", "><endif>);<\n>
this->followPop();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR_MARKER <label>Start<elementIndex> = this->getCharIndex();
  ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
  ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
  <if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<if(scope)>m_<scope:delegateName()><endif>
<if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label> =
 new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_INVALID);
  <label>->set_startIndex( <label>Start<elementIndex> );
  <label>->set_stopIndex( this->getCharIndex()-1 );
```

```
  <label>->set_input( this->get_input() );
  <label>->set_line( <label>StartLine<elementIndex> );
  <label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
<if(scope)>m_<scope:delegateName()>-><endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR_UINT32 <label>Start<elementIndex>;
  ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
  ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
  <labelType> <label>;
  <label>Start<elementIndex>
 = this->getCharIndex();
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_EOF );
  <label>->set_startIndex(<label>Start<elementIndex>);
  <label>->set_stopIndex(this->getCharIndex()-1);
  <label>->set_input( this->get_input() );
  <label>->set_line( <label>StartLine<elementIndex> );
  <label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
  this->matchc(ANTLR_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()>
  <endif>
>>

// used for left-recursive rules
recRuleDefArg()                   ::= "int <recRuleArg()>"
recRuleArg()                      ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()          ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)      ::= "$<name>=$<src>.<name>;"
```

```
/** match ^(root children) in tree parser
 */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( this->LA(1)== CommonTokenType::TOKEN_DOWN ) {
  this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
  <checkRuleBacktrackFailure()>
  <children:element()>
  this->matchToken(CommonTokenType::TOKEN_UP, NULL);
  <checkRuleBacktrackFailure()>
}
<else>
this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
this->matchToken(CommonTokenType::TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) )
{
  <ruleBacktrackFailure()>
  <newFPE(...)>
}
>>

newFPE() ::= <<
 ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits,
 FAILED_PREDICATE_EXCEPTION, StreamType>( this->get_rec(), "<description>" );
  ex->set_ruleName( "<ruleName>" );
  <\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse ">
```

```
  else
  {
<if(eotPredictsAlt)>
      alt<decisionNumber>=<eotPredictsAlt>;
<else>
      <ruleBacktrackFailure()>

      <newNVException()>
      goto rule<ruleDescriptor.name>Ex;

<endif>
  }
}
>>

newNVException() ::= <<
ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
ex->set_decisionNum( <decisionNumber> );
ex->set_state( <stateNumber> );
<@noViableAltException()>
<\n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
 *  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
  <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls()::= <<
ANTLR_UINT32   LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
```

```
 /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
  */
  int LA<decisionNumber>_<stateNumber> = this->LA(<k>);

 <edges; separator="\nelse "><\n>
  <if(eotPredictsAlt)>
  <if(!edges)>
 alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
 <else>
  else
  {
 alt<decisionNumber>=<eotPredictsAlt>;
  }<\n>
  <endif>
  <endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::=
 <<
switch ( this->LA(<k>) )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
```

```
  <newNVException()>
  goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k>) )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
  <targetState>
 }
  break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute
 is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(this, this->get_rec(), this->get_istream(),
cdfa<decisionNumber> );
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
* which are then used to statically initialize the dfa structure, which means that there
```

```
* is no runtime initialization whatsoever, other than anything the C compiler might
* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
*    <dfa.description>
*/
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
   {
 <dfa.eot; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
   {
 <dfa.eof; wrap="\n", separator=",
 ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
   {
 <dfa.min; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
   {
 <dfa.max; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
   {
 <dfa.accept; wrap="\n", separator=", ", null="-1">
   };
static const ANTLR_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
   {
 <dfa.special; wrap="\n", separator=", ", null="-1">
   };

/** Used when there is no transition table entry for a particular state */
static const ANTLR_INT32* dfa<dfa.decisionNumber>_T_empty  =   NULL;

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
   {
 <table; separator=", ", wrap="\n", null="-1">
  \};<\n>}; null = "">

/* Transition tables are a table of sub tables, with
 some tables
* reused for efficiency.
*/
static const ANTLR_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
```

```
{
  <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="NULL">
};

<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
class <name>CyclicDFA<dfa.decisionNumber> : public CyclicDFA\< <name>ImplTraits, <name> >, public
<name>Tokens
{
public:
 typedef CyclicDFA\< <name>ImplTraits, <name> >  BaseType;
 typedef BaseType::ContextType CtxType;

private:
<if(dfa.specialStateSTs)>
 //to maintain C-Target compatibility, we need to make some of ctx functions look like member funcs
 CtxType* m_ctx;
<endif>

public:
 <name>CyclicDFA<dfa.decisionNumber>( ANTLR_INT32 decisionNumber
    , const ANTLR_UCHAR* description
    , const ANTLR_INT32* const eot
    , const ANTLR_INT32* const eof
    , const ANTLR_INT32* const min
    , const ANTLR_INT32* const max
    , const
 ANTLR_INT32* const accept
    , const ANTLR_INT32* const special
    , const ANTLR_INT32* const *const transition)
    :BaseType( decisionNumber, description, eot, eof, min, max, accept,
       special, transition )
 {
 <if(dfa.specialStateSTs)>
  m_ctx = NULL;
 <endif>
 }

  <if(dfa.specialStateSTs)>
  ANTLR_UINT32 LA(ANTLR_INT32 i)
  {
     return m_ctx->LA(i);
  }

  <if(PARSER)>
  const CtxType::CommonTokenType*  LT(ANTLR_INT32 k)
```

```
  {
     return m_ctx->LT(k);
  }
  <endif>
  <if(synpreds)>
  template\<typename PredType>
  bool msynpred( PredType pred )
  {
     return m_ctx->msynpred(pred);
  }
  <endif>

 ANTLR_INT32  specialStateTransition(CtxType * ctx, RecognizerType* recognizer, IntStreamType* is,
ANTLR_INT32 s)
 {
    ANTLR_INT32    _s;

    m_ctx = ctx;
    _s     = s;
    switch  (s)
    {
    <dfa.specialStateSTs:{state |
    case <i0>:

  <state>}; separator="\n">

    }
 <if(backtracking)>
    if ( ctx->get_backtracking() > 0)
    {
   ctx->set_failedflag( true );
  return -1;
    }
 <endif>
    ExceptionBaseType* ex = new ANTLR_Exception\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( recognizer, "<dfa.description>" );
    ex->set_decisionNum( <dfa.decisionNumber> );
    ex->set_state(_s);
    <@noViableAltException()>
    return -1;
 }
 <endif>
};

static <name>CyclicDFA<dfa.decisionNumber>  cdfa<dfa.decisionNumber>(
    <dfa.decisionNumber>,      /* Decision number of this dfa     */
    /* Which decision this represents:   */
    (const ANTLR_UCHAR*)"<dfa.description>",
```

```
    dfa<dfa.decisionNumber>_eot,     /* EOT table       */
    dfa<dfa.decisionNumber>_eof,     /* EOF table       */
    dfa<dfa.decisionNumber>_min,     /* Minimum tokens for each state    */
    dfa<dfa.decisionNumber>_max,     /* Maximum tokens for each state    */
    dfa<dfa.decisionNumber>_accept, /* Accept table
   */
    dfa<dfa.decisionNumber>_special, /* Special transition states     */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables     */

);


/* End of Cyclic DFA <dfa.decisionNumber>
* ---------------------
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
  ANTLR_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR_MARKER index<decisionNumber>_<stateNumber>;<\n>

  LA<decisionNumber>_<stateNumber> = ctx->LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = ctx->index();<\n>
  ctx->rewindLast();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
ctx->seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
  if ( s>=0 )

  {
return s;
  }
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
```

```
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif> )
{
  s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{})> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "this->msynpred( antlr3::ClassForwarder\<<pred>>() )"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/**
 Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "this->LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((this->LA(<k>) >=
<lower>) && (this->LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
```

```
/** Definition of the <scope.name> scope variable tracking
*  structure. An instance of this structure is created by calling
*  <name>_<scope.name>Push().
*/
struct  <scopeStruct(sname=scope.name,...)>
{
  /* ============================================================================
   * Programmer defined variables...
    */
  <scope.attributes:{it |<it.decl>;}; separator="\n">

  /* End of programmer defined variables
   * ============================================================================
   */
};

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeDef(scope) ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>

StackType\< <scopeStruct(sname=scope.name)> > <scopeStack(sname=scope.name)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
```

```
*/
StackType\< <scopeStruct(sname=scope.name)> >  <scopeStack(sname=scope.name,...)>;

<endif>
>>

scopeStruct(sname) ::= <<
<sname>Scope
>>

scopeStack(sname) ::= <<
m_<sname>_stack
>>

returnStructName(r)
 ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>::<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
bool
<endif>
%>

/** Generate the C type associated with a single or multiple return
*  value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>
```

```
delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label
 */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
>>
/**  Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>ImplTraits::TreeType*<endif>"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
struct <ruleDescriptor:returnStructName()> : public <name>ImplTraits::RuleReturnValueType
{
public:
  typedef <name>ImplTraits::RuleReturnValueType BaseType;
  <ruleDescriptor:returnStructName()>()
     : BaseType()
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( BaseParserType* parser
 )
     : BaseType(parser)
     <if(scope)>, <scope.attributes:{it | <it.name>() }; separator=","><endif>
     { init(); }
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
     : BaseType(other)
  <if(scope)>, <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=", "><endif>
  { copy(other); }
```

```
  ~<ruleDescriptor:returnStructName()>()
  {
     <@ruleReturnMembersDelete()>
  }

  <ruleDescriptor:returnStructName()>&
  operator=( const <ruleDescriptor:returnStructName()>& other )
  {
     BaseType::operator=( other );
     <if(scope)><scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n"><endif>
     copy(other);
   return *this;
  }
  <@ruleReturnMembers()>
  void init() { <@ruleReturnMembersInit()> }
  void copy( const <ruleDescriptor:returnStructName()>& other) { <@ruleReturnMembersCopy()> }
<else>
struct <ruleDescriptor:returnStructName()>
{
public:
   <name>ImplTraits::<recognizer.ASTLabelType>       start;
  <name>ImplTraits::<recognizer.ASTLabelType>       stop;
  <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
  <if(scope.attributes)>
  <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=",">
  <endif>
  {
    start = other.start;
    stop  = other.stop;
  }

  <ruleDescriptor:returnStructName()>&
  operator=( const <ruleDescriptor:returnStructName()>& other )
  {
    start = other.start;
    stop  = other.stop;

   <scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n">
   return *this;
  }
<endif>
  <if(scope)><scope.attributes:{it |<it.type> <it.name>;}; separator="\n"><endif>
};

<endif>
<endif>
>>
```

```
parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::=
 "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
 m_<scope>_stack.at(<index>).<attr.name>
<else>
 m_<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
 m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name> = <expr>;
<else>
<if(index)>
 m_<scope>_stack.at(<index>).<attr.name> = <expr>;
<else>
 m_<scope>_stack.peek().<attr.name> =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute
 of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
```

```
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
tokenLabelPropertyRef_channel(scope,attr)
 ::= "(<scope>->get_channel())"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>->get_tree())"
tokenLabelPropertyRef_int(scope,attr) ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(this->get_strstream()->toStringSS(<scope>.start, <scope>.start))
<else>
(this->get_strstream()->toStringTT(<scope>.start, <scope>.stop))
<endif>
>>
```

```
ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
lexerRuleLabelPropertyRef_line(scope,attr)
 ::= "(<scope>->get_line())"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
this->get_input()->toStringSS( this->get_adaptor()->getTokenStartIndex(retval.start), this->get_adaptor()-
>getTokenStopIndex(retval.start))
<else>
this->get_strstream()->toStringTT(retval.start, this->LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "this->getText()"
lexerRulePropertyRef_type(scope,attr)
 ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "this->get_state()->get_tokenStartLine()"
lexerRulePropertyRef_pos(scope,attr) ::= "this->get_state()->get_tokenStartCharPositionInLine()"
lexerRulePropertyRef_channel(scope,attr) ::= "this->get_state()->get_channel()"
lexerRulePropertyRef_start(scope,attr) ::= "this->get_state()->get_tokenStartCharIndex()"
lexerRulePropertyRef_stop(scope,attr) ::= "(this->getCharIndex()-1)"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"


// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"


/** How to deal with an @after for C targets. Because we cannot rely on
*  any garbage collection, after code is executed even in backtracking
*  mode.
```

Must be documented clearly.
*/
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if (<actions.(actionScope).synpredgate>)
{
  <action>
}
<else>
if (BACKTRACKING == 0)
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(bitsetname, words64, traits) ::= <<

/** Bitset defining follow set for error recovery in rule state: <name> */
static ANTLR_BITWORD <bitsetname>_bits[] = { <words64:{it |ANTLR_UINT64_LIT(<it>)}; separator=", "> };
static <traits>::BitsetListType <bitsetname>(<bitsetname>_bits, <length(words64)>);
>>

codeFileExtension() ::= ".cpp"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Cpp/Cpp.stg
No license file was found, but licenses were detected in source scan.

/*

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*/

```
/** Template overrides to add debugging to AST stuff.  Dynamic inheritance
*  hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

parserMembers() ::= <<
 protected DebugTreeAdaptor adaptor;
 public void setTreeAdaptor(TreeAdaptor adaptor) {
<if(grammar.grammarIsRoot)>
  this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
  this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
 }
 public
 TreeAdaptor getTreeAdaptor() {
  return adaptor;
 }
>>
```

```
parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
 new DebugEventSocketProxy(this,port,<if(TREE_PARSER)>input.getTreeAdaptor()<else>adaptor<endif>);
setDebugListener(proxy);
set<inputStreamType>(new Debug<inputStreamType>(input,proxy));
try {
 proxy.handshake();
}
catch (IOException ioe) {
 reportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>

@ctorForProfilingRootGrammar.finally() ::=<<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
>>

@ctorForPredefinedListener.superClassRef() ::= "super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
TreeAdaptor
 adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
<endif>
>>

@rewriteElement.pregen() ::= "dbg.location(<e.line>,<e.pos>);"
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Java/ASTDbg.stg
No license file was found, but licenses were detected in source scan.

```
/*
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```

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*/

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/AbstractInputEditor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseOutputStdOut.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/TestCaseEditController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/RuleListController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/runner/NotifiedTestExecuter.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestSuiteFactory.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseOutputResult.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/RunnerController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/runner/TestSuiteAdapter.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/ITestCaseOutput.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/Rule.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseInputFile.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCase.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/runner/ParserLoader.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestSuite.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/WorkSpaceController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseInputMultiString.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/Tool.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseInputString.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/StatusBarController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/runner/gUnitAdapter.java

* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseOutputReturn.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/TestCaseOutputAST.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/WorkSpaceView.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/IController.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/swingui/model/ITestCaseInput.java
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/** Add an adaptor property that knows how to build trees */
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
* tree parsers and producers require.

```
*/
@genericParser.apifuncs()
 ::= <<
<if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);<\n>
<endif>
ctx->vectors = antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
<if(PARSER)>
/* We created the adaptor so we must free it
*/
ADAPTOR->free(ADAPTOR);
<endif>
>>

@returnScope.ruleReturnMembers() ::= <<

<super.ASTLabelType()> tree;

>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0;<\n>
>>

ruleInitializations() ::= <<
<super.ruleInitializations()>
root_0 = NULL;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
 separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;}; separator="\n">
>>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
```

```
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that conatins the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= <<
<super.ruleLabelInitializations()>
<ruleDescriptor.tokenLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <it.label.text>_tree   = NULL;}; separator="\n">

<ruleDescriptor.allTokenRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR,
 RECOGNIZER, (pANTLR3_UINT8)"token <it>"); \} }; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
:{it | stream_<it>   = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> =
antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); \}};
separator="\n">

<if(ruleDescriptor.hasMultipleReturnValues)>
retval.tree  = NULL;
<endif>
>>


/**  a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = NULL;
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<endif>
<endif>
>>

@alt.initializations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
```

```
root_0
 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));<\n>
<endif>
<endif>
<endif>
>>


// T r a c k i n g  R u l e  E l e m e n t s
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<token>;
stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>;
 stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelTrack(...)>
>>
```

```
/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** ^(x+=rule ...) rewrite
 */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelAST(...)>
>>


// RULE REF AST



/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>


/* How to accumulate lists when we are doing rewrite tracking...
*/
listLabelTrack(label) ::= <<
/* listLabelTrack(label)
*/
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST
* option but if the user is going to walk the tree, they will want
* all their custom elements from rule returns.
*
* Normally, we use inline structures (which the compiler lays down
* code to copy from heap allocations. However, here we want to accumulate copies
* of
 the returned structures because we are adding them to a list. This only makes sense if the
* grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
```

```
* returned from the rule. The rewrite will extract the tree pointer. However, if we are not going to
* do a tree re-write, then the user may wish to iterate the structures returned by the rule in
* action code and will expect the user defined returns[] elements to be available when they do this.
* Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
* a function that can free the allocated space. We cannot know how to free user allocated elements and
* presume that the user will know to do this using their own factories for the structures they allocate.
*/
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
  list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{
  RETURN_TYPE_<label> * tcopy;

  tcopy = (RETURN_TYPE_<label>
 *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no memory allocation checks! */
  ANTLR3_MEMCPY((void *)(tcopy), (const void *)&<label>, sizeof(RETURN_TYPE_<label>));
  list_<label>->add(list_<label>, (void *)tcopy, freeScope);  /* Add whatever the return type is */<\n>
}
>>

// R e w r i t e

rewriteCode(
 alts,
 description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
 rewriteBlockLevel,
 enclosingTreeLevel,
 treeLevel) ::=
<<

/* AST REWRITE
* elements          : <referencedElementsDeep; separator=", ">
* token labels      : <referencedTokenLabels; separator=", ">
* rule labels       : <referencedRuleLabels; separator=", ">
* token list labels : <referencedTokenListLabels; separator=", ">
* rule list labels  : <referencedRuleListLabels;
 separator=", ">
*/
<if(backtracking)>
```

```
if ( <actions.(actionScope).synpredgate> ) <\n>
<endif>
{
 <rewriteCodeLabelsDecl()>
 <rewriteCodeLabelsInit()>
 root_0       = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
 <prevRuleRootRef()>.tree    = root_0;
 <alts:rewriteAlt(); separator="else ">
 <if(TREE_PARSER)>
 <if(rewriteMode)>
 <prevRuleRootRef()>.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
 INPUT->replaceChildren(INPUT, ADAPTOR->getParent(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, retval.start),
                  ADAPTOR->getChildIndex(ADAPTOR, _last),
                  retval.tree);
 <endif>
 <endif>
 <prevRuleRootRef()>.tree = root_0; // set result root
 <rewriteCodeLabelsFree()>

}
>>

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;};
  separator="\n"
>
<referencedTokenListLabels
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM
 stream_<it>;};
  separator="\n"
>
<referencedRuleLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
<referencedRuleListLabels
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
  separator="\n"
>
>>

rewriteCodeLabelsInit() ::= <<
<referencedTokenLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>);};
separator="\n"
```

```
>
<referencedTokenListLabels
:{it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>); };
separator="\n"
>
<referencedRuleLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL);};
separator="\n"
>
<referencedRuleListLabels
:{it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR,  RECOGNIZER,
(pANTLR3_UINT8)"token
 <it>", list_<it>);};
separator="\n"
>
>>
rewriteCodeLabelsFree() ::= <<
<referencedTokenLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>); };
separator="\n"
>
<referencedTokenListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleListLabels
:{it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
```

```
{
 if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) };
 separator="|| "> )
 {
  <alt>
 }
 <referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>

rewriteClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
{
 while ( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) }; separator="||
"> )
 {
  <alt>
 }
 <referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>
RewriteEarlyExitException() ::=
<<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name         = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>
rewritePositiveClosureBlock(
 alt,
 rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,  // elements in immediately block; no nested blocks
 description) ::=
<<
if
 (<referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>)) }; separator="|| "> )
{
   <RewriteEarlyExitException()>
}
else
{
 while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>)) }; separator="|| "> ) {
```

```
  <alt>
 }
 <referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \<-- rewriteEmptyAlt()) */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
  <root:rewriteElement()>
  <children:rewriteElement()>
  ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e)
 ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
```

```
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ?
NULL : stream_<label>->nextToken(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=...
 */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createRewriteNodeFromElement(...)>, root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold
 the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"
```

```
rewriteRuleRef(rule,dup) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));<\n>
>>

rewriteRuleRefRoot(rule,dup) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL
: stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen $ruleLabel ...
 where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL
: stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot((<ASTLabelType>)(stream_<label> == NULL
? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>
```

```
createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<!
 new MethodNode(IDLabel, args) !>
<terminalOptions.node>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>

#if <length(args)> == 2
 (<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=",
">))
#else
 (<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args;
separator=", ">)
#endif

<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)"<tokenType>")
<endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextToken(stream_<token>)<if(args)>, <args; separator=",
"><endif>)
<else>
<if(args)> <! must create new node from old !>

#if <length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args;
separator=", ">)) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args;
 separator=", ">)
#endif

<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
<endif>
<endif>
>>

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```

```
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*/
  package org.antlr.stringtemplate.language;
  import org.antlr.stringtemplate.*;
  import java.io.*;
}

/** Break up an input text stream into chunks of either plain text
*  or template actions in "<...>".  Treat IF and ENDIF tokens
*  specially.
*/
class AngleBracketTemplateLexer extends Lexer;

options {
  importVocab=TemplateParser;
  k=7; // see "<endif>"
  charVocabulary = '\u0001'..'\uFFFE';
}

{
protected String currentIndent = null;
protected StringTemplate
```

```
 self;

public AngleBracketTemplateLexer(StringTemplate self, Reader r) {
 this(r);
 this.self = self;
}

public void reportError(RecognitionException e) {
 self.error("<...> chunk lexer error", e);
}

protected boolean upcomingELSE(int i) throws CharStreamException {
 return LA(i)=='<'&&LA(i+1)=='e'&&LA(i+2)=='l'&&LA(i+3)=='s'&&LA(i+4)=='e'&&
        LA(i+5)=='>';
}

protected boolean upcomingENDIF(int i) throws CharStreamException {
 return LA(i)=='<'&&LA(i+1)=='e'&&LA(i+2)=='n'&&LA(i+3)=='d'&&LA(i+4)=='i'&&
        LA(i+5)=='f'&&LA(i+6)=='>';
}

protected boolean upcomingAtEND(int i) throws CharStreamException {
 return LA(i)=='<'&&LA(i+1)=='@'&&LA(i+2)=='e'&&LA(i+3)=='n'&&LA(i+4)=='d'&&LA(i+5)=='>';
}

protected boolean upcomingNewline(int i) throws CharStreamException {
 return (LA(i)=='\r'&&LA(i+1)=='\n')||LA(i)=='\n';
}
}

LITERAL
  :   {LA(1)!='\r'&&LA(1)!='\n'}?
      ( options { generateAmbigWarnings=false; }
        {
        int loopStartIndex=text.length();
         int col=getColumn();
        }
      : '\\'! '<'  // allow escaped delimiter
      | '\\'! '>'
      | '\\'! '\\' // always replace \\ with \
      | '\\' ~('<'|'>')   // otherwise ignore escape char
      | ind:INDENT
        {
        if ( col==1 && LA(1)=='<' ) {
            // store indent in ASTExpr not in a literal
            currentIndent=ind.getText();
    text.setLength(loopStartIndex); // reset length to wack text
        }
```

```
        else currentIndent=null;
        }
      | ~('<'|'\r'|'\n')
      )+
      {if (($getText).length()==0) {$setType(Token.SKIP);}} // pure indent?
  ;

protected
INDENT
  :   ( options {greedy=true;}: ' ' | '\t')+
  ;

NEWLINE
  : ('\r')? '\n' {newline(); currentIndent=null;}
  ;

ACTION
options {
   generateAmbigWarnings=false; // <EXPR> is ambig with <!..!>
}
{
  int startCol = getColumn();
}
  :   LINE_BREAK {$setType(Token.SKIP);}
  |   // Match escapes not in a string like <\n\ufea5>
 {StringBuffer
buf = new StringBuffer(); char uc = '\u0000';}
   '<'! (uc=ESC_CHAR {buf.append(uc);} )+'>'!
   {$setText(buf.toString()); $setType(LITERAL);}
  | COMMENT    {$setType(Token.SKIP);}
  |   (
   options {
    generateAmbigWarnings=false; // $EXPR$ is ambig with $endif$ etc...
 }
: '<'! "if" (' '!)* "(" IF_EXPR ")" '>'! {$setType(TemplateParser.IF);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an IF
| '<'! "elseif" (' '!)* "(" IF_EXPR ")" '>'! {$setType(TemplateParser.ELSEIF);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an IF
  |  '<'! "else" '>'!         {$setType(TemplateParser.ELSE);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an ELSE
  |  '<'! "endif" '>'!        {$setType(TemplateParser.ENDIF);}
     ( {startCol==1}? ('\r'!)? '\n'! {newline();})? // ignore after ENDIF if on line by itself

  |   // match <@foo()> => foo
   // match <@foo>...<@end>
 => foo::=...
     '<'! '@'! (~('>'|'('))+
   ( "()"! '>'! {$setType(TemplateParser.REGION_REF);}
```

```
  |  '>'!
   {
   $setType(TemplateParser.REGION_DEF);
   String t=$getText;
   $setText(t+"::=");
   }
     ( options {greedy=true;} : ('\r'!)? '\n'! {newline();})?
   {boolean atLeft = false;}
     (
      options {greedy=true;} // handle greedy=false with predicate
     : {!(upcomingAtEND(1)||(upcomingNewline(1)&&upcomingAtEND(2)))}?
      ( ('\r')? '\n' {newline(); atLeft = true;}
      | . {atLeft = false;}
      )
     )+
     ( ('\r'!)? '\n'! {newline(); atLeft = true;} )?
  ( "<@end>"!
  | . {self.error("missing region "+t+" <@end> tag");}
  )
      ( {atLeft}? ('\r'!)? '\n'! {newline();})?
     )

  |  '<'! EXPR '>'!
   )
   {
     ChunkToken t = new ChunkToken(_ttype, $getText, currentIndent);
     $setToken(t);
   }
  ;

protected
EXPR:   ( ESC
      | ('\r')? '\n' {newline();}
      |
 SUBTEMPLATE
      | ('='|'+') TEMPLATE
      | ('='|'+') SUBTEMPLATE
      | ('='|'+') ~(""|'<'|'{')
      | ~'>'
      )+
  ;

protected
TEMPLATE
 : "" ( ESC | ~"" )* ""
 | "<<"
   (options {greedy=true;}:('\r'!)?'\n'! {newline();})? // consume 1st \n
  ( options {greedy=false;}  // stop when you see the >>
```

```
 : {LA(3)=='>'&&LA(4)=='>'}? '\r'! '\n'! {newline();} // kill last \r\n
 | {LA(2)=='>'&&LA(3)=='>'}? '\n'! {newline();}       // kill last \n
 | ('\r')? '\n' {newline();}                          // else keep
 | .
 )*
     ">>"
;

protected
IF_EXPR:( ESC
      | ('\r')? '\n' {newline();}
      | SUBTEMPLATE
      | NESTED_PARENS
      | ~')'
      )+
  ;

protected
ESC_CHAR returns [char uc='\u0000']
 : "\\n"! {uc = '\n';}
 | "\\r"! {uc = '\r';}
 | "\\t"! {uc = '\t';}
 | "\\ "! {uc = ' ';}
 | "\\u"! a:HEX! b:HEX! c:HEX! d:HEX!
  {uc = (char)Integer.parseInt(a.getText()+b.getText()+c.getText()+d.getText(), 16);}
 ;

// just used to skip stuff (not
 part of unicode escape stuff)
protected
ESC :   '\\' . // ('<'|'>'|'n'|'t'|'"'|'\''|':'|'{'|'}'|'\\')
  ;

protected
HEX : '0'..'9'|'A'..'F'|'a'..'f'
 ;

protected
SUBTEMPLATE
  :   '{' (SUBTEMPLATE|ESC|~'}')* '}'
  ;

protected
NESTED_PARENS
  :   '(' (options {greedy=false;}:NESTED_PARENS|ESC|~')')+ ')'
  ;

protected
```

```
COMMENT
{
  int startCol = getColumn();
}
  :   "<!"
   ( options {greedy=false;}
   : ('\r')? '\n' {newline();}
   | .
   )*
   "!>" ( {startCol==1}? ('\r')? '\n' {newline();} )?
  ;

protected
LINE_BREAK
  :   "<\\\\>" (INDENT)? ('\r')? '\n' {newline();} (INDENT)?
  ;
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/angle.bracket.template.g
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*/

/** Build an AST from a single StringTemplate template */
parser grammar STParser;

options {
 language=Java;
 tokenVocab=STLexer;
 TokenLabelType=CommonToken;
 output=AST;
 ASTLabelType=CommonTree;
}

tokens {
 EXPR; OPTIONS; PROP; PROP_IND; INCLUDE; INCLUDE_IND; EXEC_FUNC; INCLUDE_SUPER;
 INCLUDE_SUPER_REGION; INCLUDE_REGION; TO_STR; LIST; MAP; ZIP; SUBTEMPLATE; ARGS;

```
 ELEMENTS;
 REGION; NULL; INDENTED_EXPR;
 }

@header {
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.ErrorManager;
import org.stringtemplate.v4.misc.ErrorType;
}

@members {
ErrorManager errMgr;
Token templateToken;
public STParser(TokenStream input, ErrorManager errMgr, Token templateToken) {
 this(input);
 this.errMgr = errMgr;
 this.templateToken = templateToken;
}
@Override
protected Object recoverFromMismatchedToken(IntStream input, int ttype, BitSet follow)
 throws RecognitionException
{
 throw new MismatchedTokenException(ttype, input);
}
}

@rulecatch {
  catch (RecognitionException re) { throw re; }
}

templateAndEOF : template EOF -> template? ;

template : element* ;

element
 : {input.LT(1).getCharPositionInLine()==0}? INDENT? COMMENT NEWLINE -> // throw away
 | INDENT singleElement -> ^(INDENTED_EXPR INDENT singleElement?) // singleElement is optional to handle
error returning nil
 | singleElement
 | compoundElement
 ;

singleElement
 : exprTag
 | TEXT
 | NEWLINE
 | COMMENT!
```

```
 // throw away
 ;

compoundElement
 : ifstat
 | region
 ;

exprTag
 : LDELIM expr ( ';' exprOptions )? RDELIM
  -> ^(EXPR[$LDELIM,"EXPR"] expr exprOptions?)
 ;

region
@init {Token indent=null;}
 : i=INDENT? x=LDELIM '@' ID RDELIM {if (input.LA(1)!=NEWLINE) indent=$i;}
  template
  INDENT? LDELIM '@end' RDELIM
  // kill \n for <@end> on line by itself if multi-line embedded region
  ({$region.start.getLine()!=input.LT(1).getLine()}?=> NEWLINE)?
  -> {indent!=null}?
     ^(INDENTED_EXPR $i ^(REGION[$x] ID template?))
  ->                 ^(REGION[$x] ID template?)
 ;

subtemplate
 : lc='{' (ids+= ID ( ',' ids+= ID )* '|' )? template INDENT? '}'
  // ignore final INDENT before } as it's not part of outer indent
  -> ^(SUBTEMPLATE[$lc,"SUBTEMPLATE"] ^(ARGS $ids)* template?)
 ;

ifstat
@init {Token indent=null;}
 : i=INDENT? LDELIM 'if' '(' c1=conditional ')' RDELIM {if (input.LA(1)!=NEWLINE)
 indent=$i;}
   t1=template
   ( INDENT? LDELIM 'elseif' '(' c2+=conditional ')' RDELIM t2+=template )*
   ( INDENT? LDELIM 'else' RDELIM t3=template )?
   INDENT? endif= LDELIM 'endif'
  RDELIM
  // kill \n for <endif> on line by itself if multi-line IF
  ({$ifstat.start.getLine()!=input.LT(1).getLine()}?=> NEWLINE)?
  -> {indent!=null}?
     ^(INDENTED_EXPR $i ^('if' $c1 $t1? ^('elseif' $c2 $t2)* ^('else' $t3?)?))
  ->                 ^('if' $c1 $t1? ^('elseif' $c2 $t2)* ^('else' $t3?)?)
 ;

conditional
```

```
scope {
 boolean inside;
}
 : andConditional ( '||'^ andConditional )*
 ;

andConditional : notConditional ( '&&'^ notConditional )* ;

notConditional
 : '!'^ notConditional
 | memberExpr
 ;

notConditionalExpr
 : (ID->ID)
  ( p='.' prop=ID      -> ^(PROP[$p,"PROP"] $notConditionalExpr $prop)
  | p='.' '(' mapExpr ')'    -> ^(PROP_IND[$p,"PROP_IND"] $notConditionalExpr mapExpr)
  )*
 ;

exprOptions : option ( ',' option )* -> ^(OPTIONS option*)
 ;

option
@init {
 String id = input.LT(1).getText();
 String defVal = Compiler.defaultOptionValues.get(id);
 boolean validOption = Compiler.supportedOptions.get(id)!=null;
}
 : ID
  {
  if ( !validOption ) {
         errMgr.compileTimeError(ErrorType.NO_SUCH_OPTION, templateToken, $ID, $ID.text);
  }
  }
  ( '=' exprNoComma      -> {validOption}? ^('=' ID exprNoComma)
          ->
  | {
   if ( defVal==null ) {
    errMgr.compileTimeError(ErrorType.NO_DEFAULT_VALUE, templateToken, $ID);
   }
   }
          -> {validOption&&defVal!=null}?
            ^(EQUALS["="] ID STRING[$ID,""+defVal+""])
          ->
 )
 ;
```

```
exprNoComma
 : memberExpr
  ( ':' mapTemplateRef     -> ^(MAP memberExpr mapTemplateRef)
  |         -> memberExpr
  )
 ;

expr : mapExpr ;

// more complicated than necessary to avoid backtracking, which ruins
// error handling
mapExpr
 : memberExpr
  ( (c=',' memberExpr)+ col=':' mapTemplateRef
          -> ^(ZIP[$col]
 ^(ELEMENTS memberExpr+) mapTemplateRef)
  |         -> memberExpr
  )
  ( {if ($x!=null) $x.clear();} // don't keep queueing x; new list for each iteration
   col=':' x+=mapTemplateRef ({$c==null}?=> ',' x+=mapTemplateRef )*
          -> ^(MAP[$col] $mapExpr $x+)
  )*
 ;

/**
expr:template(args)  apply template to expr
expr:{arg | ...}     apply subtemplate to expr
expr:(e)(args)       convert e to a string template name and apply to expr
*/
mapTemplateRef
 : ID '(' args ')'       -> ^(INCLUDE ID args?)
 | subtemplate
 | lp='(' mapExpr rp=')' '(' argExprList? ')' -> ^(INCLUDE_IND mapExpr argExprList?)
 ;

memberExpr
 : (includeExpr->includeExpr)
  ( p='.' ID       -> ^(PROP[$p,"PROP"] $memberExpr ID)
  | p='.' '(' mapExpr ')'    -> ^(PROP_IND[$p,"PROP_IND"] $memberExpr mapExpr)
  )*
 ;

includeExpr
options {k=2;} // prevent full LL(*), which fails, falling back on k=1; need k=2
 : {Compiler.funcs.containsKey(input.LT(1).getText())}? // predefined
 function
  ID '(' expr? ')'      -> ^(EXEC_FUNC ID expr?)
 | 'super' '.' ID '(' args ')'    -> ^(INCLUDE_SUPER ID args?)
```

```
 | ID '(' args ')'       -> ^(INCLUDE ID args?)
 | '@' 'super' '.' ID '(' rp=')'   -> ^(INCLUDE_SUPER_REGION ID)
 | '@' ID '(' rp=')'      -> ^(INCLUDE_REGION ID)
 | primary
 ;

primary
 : ID
 | STRING
 | TRUE
 | FALSE
 | subtemplate
 | list
 | {$conditional.size()>0}?=>  '('! conditional ')'!
 | {$conditional.size()==0}?=> lp='(' expr ')'
  ( '(' argExprList? ')'          -> ^(INCLUDE_IND[$lp] expr argExprList?)
  |          -> ^(TO_STR[$lp] expr)
  )
 ;

args: argExprList
 | namedArg ( ',' namedArg )* (',' '...')? -> namedArg+ '...'?
   |   '...'
 |
 ;

argExprList : arg ( ',' arg )* -> arg+ ;

arg : exprNoComma ;

namedArg : ID '=' arg -> ^('=' ID arg) ;

list: {input.LA(2)==RBRACK}? // hush warning; [] special case
  lb='[' ']' -> LIST[$lb]
 | lb='[' listElement ( ',' listElement )* ']' -> ^(LIST[$lb] listElement*)
 ;

listElement
 : exprNoComma | -> NULL ;
```

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* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/STParser.g
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*/
grammar Group;

options {
 language=Java;
}

tokens {
 TRUE='true'; FALSE='false'; LBRACK='['; RBRACK=']';
}

@header {
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*/
package org.stringtemplate.v4.compiler;

import java.util.Collections;
import java.util.Map;
import java.util.HashMap;
import java.util.List;
import java.util.ArrayList;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;
import java.io.File;
}

@lexer::header {
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*/
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.*;
import org.stringtemplate.v4.misc.*;
import java.io.File;
}

@members {
public STGroup group;

@Override
public void displayRecognitionError(String[] tokenNames,
                                    RecognitionException e)
{
  String msg = getErrorMessage(e, tokenNames);
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
  String fullFileName = super.getSourceName();
  File f = new File(fullFileName); // strip to simple name
  return f.getName();
}
public void error(String msg) {
  NoViableAltException e = new NoViableAltException("", 0, 0, input);
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
  recover(input, null);
}
}

@lexer::members {
public STGroup
 group;

@Override
public void reportError(RecognitionException e) {
  String msg = null;
  if ( e instanceof NoViableAltException ) {
     msg = "invalid character '"+(char)input.LA(1)+"'";
  }
```

```
  else if ( e instanceof MismatchedTokenException && ((MismatchedTokenException)e).expecting=="" ) {
     msg = "unterminated string";
  }
  else {
     msg = getErrorMessage(e, getTokenNames());
  }
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
  String fullFileName = super.getSourceName();
  File f = new File(fullFileName); // strip to simple name
  return f.getName();
}
}

group[STGroup group, String prefix]
@init {
GroupLexer lexer = (GroupLexer)input.getTokenSource();
this.group = lexer.group = $group;
}
 : oldStyleHeader?
  delimiters?
    ( 'import' STRING {group.importTemplates($STRING);}
  | 'import' // common error: name not in string
  {
  MismatchedTokenException
 e = new MismatchedTokenException(STRING, input);
  reportError(e);
  }
  ID ('.' ID)* // might be a.b.c.d
 )*
 def[prefix]*
 EOF
 ;

oldStyleHeader // ignore but lets us use this parser in AW for both v3 and v4
  :  'group' ID ( ':' ID )?
    ( 'implements' ID (',' ID)* )?
    ';'
 ;

groupName returns [String name]
@init {StringBuilder buf = new StringBuilder();}
 : a=ID {buf.append($a.text);} ('.' a=ID {buf.append($a.text);})*
 ;

delimiters
```

```
  : 'delimiters' a=STRING ',' b=STRING
    {
    group.delimiterStartChar=$a.getText().charAt(1);
      group.delimiterStopChar=$b.getText().charAt(1);
      }
  ;

/** Match template and dictionary defs outside of (...)+ loop in group.
*  The key is catching while still in the loop; must keep prediction of
*  elements separate from "stay in loop" prediction.
*/
def[String prefix] : templateDef[prefix] | dictDef ;
 catch[RecognitionException re] {
  // pretend
 we already saw an error here
  state.lastErrorIndex = input.index();
  error("garbled template definition starting at '"+input.LT(1).getText()+"'");
 }

templateDef[String prefix]
@init {
   String template=null;
   int n=0; // num char to strip from left, right of template def
}
 : ( '@' enclosing=ID '.' name=ID '(' ')'
  | name=ID '(' formalArgs ')'
  )
     '::='
     {Token templateToken = input.LT(1);}
     ( STRING     {template=$STRING.text; n=1;}
     | BIGSTRING  {template=$BIGSTRING.text; n=2;}
     | BIGSTRING_NO_NL  {template=$BIGSTRING_NO_NL.text; n=2;}
     | {
      template = "";
      String msg = "missing template at '"+input.LT(1).getText()+"'";
          NoViableAltException e = new NoViableAltException("", 0, 0, input);
        group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
        }
     )
     {
     if ( $name.index >= 0 ) { // if ID missing
   template = Misc.strip(template, n);
   String templateName
 = $name.text;
   if ( prefix.length()>0 ) templateName = prefix+$name.text;
   String enclosingTemplateName = $enclosing.text;
   if (enclosingTemplateName != null && enclosingTemplateName.length()>0 && prefix.length()>0) {
    enclosingTemplateName = prefix + enclosingTemplateName;
```

```
  }
  group.defineTemplateOrRegion(templateName, enclosingTemplateName, templateToken,
        template, $name, $formalArgs.args);
 }
   }
 |  alias=ID '::=' target=ID  {group.defineTemplateAlias($alias, $target);}
 ;

formalArgs returns[List<FormalArgument> args = new ArrayList<FormalArgument>()]
scope {
 boolean hasOptionalParameter;
}
@init { $formalArgs::hasOptionalParameter = false; }
 : formalArg[$args] (',' formalArg[$args])*
 |
 ;

formalArg[List<FormalArgument> args]
 : ID
  ( '=' a=(STRING|ANONYMOUS_TEMPLATE|'true'|'false') {$formalArgs::hasOptionalParameter = true;}
  | '=' a='[' ']' {$formalArgs::hasOptionalParameter = true;}
  | {
   if ($formalArgs::hasOptionalParameter)
  {
    group.errMgr.compileTimeError(ErrorType.REQUIRED_PARAMETER_AFTER_OPTIONAL,
          null, $ID);
   }
   }
  )
  {$args.add(new FormalArgument($ID.text, $a));}
   ;

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
   :  OPTIONAL
   |  STAR
   |  PLUS
 |
   ;
      */

dictDef
 : ID '::=' dict
      {
      if ( group.rawGetDictionary($ID.text)!=null ) {
   group.errMgr.compileTimeError(ErrorType.MAP_REDEFINITION, null, $ID);
      }
      else if ( group.rawGetTemplate($ID.text)!=null ) {
```

```
  group.errMgr.compileTimeError(ErrorType.TEMPLATE_REDEFINITION_AS_MAP, null, $ID);
      }
      else {
         group.defineDictionary($ID.text, $dict.mapping);
      }
      }
;

dict returns [Map<String,Object> mapping]
@init {mapping=new HashMap<String,Object>();}
:   '[' dictPairs[mapping] ']'
;

dictPairs[Map<String,Object> mapping]
  : keyValuePair[mapping]
   (',' keyValuePair[mapping])*
 (',' defaultValuePair[mapping])?
  | defaultValuePair[mapping]
  ;
 catch[RecognitionException re] {
  error("missing dictionary entry at '"+input.LT(1).getText()+"'");
 }

defaultValuePair[Map<String,Object> mapping]
 : 'default' ':' keyValue {mapping.put(STGroup.DEFAULT_KEY, $keyValue.value);}
 ;

keyValuePair[Map<String,Object> mapping]
 : STRING ':' keyValue {mapping.put(Misc.replaceEscapes(Misc.strip($STRING.text, 1)), $keyValue.value);}
 ;

keyValue returns [Object value]
 : BIGSTRING   {$value = group.createSingleton($BIGSTRING);}
 | BIGSTRING_NO_NL  {$value = group.createSingleton($BIGSTRING_NO_NL);}
 | ANONYMOUS_TEMPLATE {$value = group.createSingleton($ANONYMOUS_TEMPLATE);}
 | STRING    {$value = Misc.replaceEscapes(Misc.strip($STRING.text, 1));}
 | TRUE    {$value = true;}
 | FALSE    {$value = false;}
 | '[' ']'    {$value = Collections.emptyList();}
 | {input.LT(1).getText().equals("key")}?=> ID
      {$value = STGroup.DICT_KEY;}
 ;
  catch[RecognitionException re] {
  error("missing value for key at '"+input.LT(1).getText()+"'");
 }

ID : ('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'-'|'_')*
 ;
```

```
STRING
 : ""
  ( '\\' ""
  | '\\' ~""
  | {
   String msg = "\\n in string";
     NoViableAltException e = new NoViableAltException("", 0, 0, input);
   group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
   }
   '\n'
  | ~('\\'|""|'\n')
  )*
  ""
      {
      String txt = getText().replaceAll("\\\\\"","\"");
  setText(txt);
  }
 ;

BIGSTRING_NO_NL // same as BIGSTRING but means ignore newlines later
 : '<%' ( . )* '%>'
      // %\> is the escape to avoid end of string
      {
      String txt = getText().replaceAll("\%\\\>","\%>");
  setText(txt);
  }
 ;

/** Match <<...>> but also allow <<..<x>>> so we can have tag on end.
   Escapes: >\> means >> inside of <<...>>.
   Escapes: \>> means >> inside of <<...>> unless at
 end like <<...\>>>>.
   In that case, use <%..>>%> instead.
*/
BIGSTRING
 : '<<'
  ( options {greedy=false;}
  : '\\' '>'  // \> escape
  | '\\' ~'>' // allow this but don't collapse in action
  | ~'\\'
  )*
      '>>'
      {
      String txt = getText();
      txt = Misc.replaceEscapedRightAngle(txt); // replace \> with > unless <\\>
  setText(txt);
  }
```

```
 ;

ANONYMOUS_TEMPLATE
  : '{'
   {
  Token templateToken = new CommonToken(input, ANONYMOUS_TEMPLATE, 0, getCharIndex(),
getCharIndex());
  STLexer lexer =
   new STLexer(group.errMgr, input, templateToken, group.delimiterStartChar, group.delimiterStopChar);
  lexer.subtemplateDepth = 1;
  Token t = lexer.nextToken();
  while ( lexer.subtemplateDepth>=1 || t.getType()!=STLexer.RCURLY ) {
   if ( t.getType()==STLexer.EOF_TYPE ) {
          MismatchedTokenException e = new MismatchedTokenException('}', input);
    String msg = "missing final '}' in {...} anonymous template";
     group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR,
 getSourceName(), e, msg);
    break;
   }
   t = lexer.nextToken();
  }
  }
    // don't match '}' here; our little {...} scanner loop matches it
    // to terminate.
   ;

COMMENT
   :   '/*' ( options {greedy=false;} : . )* '*/' {skip();}
   ;

LINE_COMMENT
   : '//' ~('\n'|'\r')* '\r'? '\n' {skip();}
   ;

WS  : (' '|'\r'|'\t'|'\n') {skip();} ;

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/Group.g
No license file was found, but licenses were detected in source scan.

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```

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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
group AST;

@outputFile.imports() ::= <<
<@super.imports()><if(!TREE_PARSER)><! tree parser would already have imported !>
Antlr.Runtime.Tree,<\n><endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

@genericParser.membersConstructor() ::= <<
<@super.membersConstructor()>
<parserMembersConstructor()>
>>

@genericParser.membersImplementation()
 ::= <<
<@super.membersImplementation()>
<parserMembersImplementation()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<

```
 strict protected
   FAdaptor: ITreeAdaptor;
   procedure SetAdaptor(const Value: ITreeAdaptor);
   property Adaptor: ITreeAdaptor read FAdaptor;
 public
   property TreeAdaptor: ITreeAdaptor read FAdaptor write SetAdaptor;

>>

parserMembersConstructor() ::= <<
FAdaptor := TCommonTreeAdaptor.Create;
>>

parserMembersImplementation() ::= <<
procedure T<grammar.recognizerName>.SetAdaptor(const Value: ITreeAdaptor);
begin
 FAdaptor := Value;
 <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor := FAdaptor;}>
end;
>>

@returnScope.ruleReturnMembers() ::= <<
function T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.GetTree: IANTLRInterface;
begin
 Result := FTree;
end;

procedure T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.SetTree(const
 Value: IANTLRInterface);
begin
 FTree := Value as I<ASTLabelType>;
end;
>>

@returnScopeDeclaration.ruleReturnMembers() ::= <<
strict private
 FTree: I<ASTLabelType>;
protected
 { IRuleReturnScope }
 function GetTree: IANTLRInterface; override;
 procedure SetTree(const Value: IANTLRInterface); override;
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
Root[0] := nil;<\n>
>>
```

```
ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
Root: array [0..63] of I<ASTLabelType>;
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{Locals['Stream_<it>'] :=
TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>');}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{Locals['Stream_<it>']
 := TRewriteRuleSubtreeStream.Create(Adaptor,'rule <it>');}; separator="\n">
>>

ruleLabelDefVars() ::= <<
<super.ruleLabelDefVars()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
>>
/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if
 (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
```

```
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope)
 ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule.name>'] as
IRewriteRuleElementStream).Add(<label>.Tree);<\n>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule>'] as
IRewriteRuleElementStream).Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>
```

```
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
  referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements:          <referencedElementsDeep; separator=", ">
// token labels:      <referencedTokenLabels; separator=", ">
// rule labels:       <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels:  <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<prevRuleRootRef()>.Tree := Root[0];
<rewriteCodeLabels()>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.rulePostProcessing(root[0]);
input.ReplaceChildren(adaptor.GetParent(retval.Start),
                      adaptor.GetChildIndex(retval.Start),
                       adaptor.GetChildIndex(_last),
                      retval.Tree);
<endif>
<endif>
<! if parser or rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.Tree := Root[0];<\n>
<endif>
<if(!rewriteMode)>
<prevRuleRootRef()>.Tree := Root[0];<\n>
<endif>
<if(backtracking)>
```

```
end;
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor, 'token <it>', <it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>', list_<it>);};
  separator="\n"
>
<referencedRuleLabels:{
if Assigned(<it>) then
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', <it>.Tree)
else
 Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', nil);}; separator="\n">
<referencedRuleListLabels
   :{Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
(* <fileName>:<description> *)
if (<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator="
or ">) then
begin
 <alt>
end;
<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
```

```
(* <fileName>:<description> *)
while (<referencedElements:{el
 | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or ">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,     // elements in immediately block; no nested blocks
 description) ::=
<<
if (not (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">)) then
 raise ERewriteEarlyExitException.Create('');

while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
 <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
(* <a.description> *)
<if(a.pred)>
if (<a.pred>) then
begin
 <a.alt>
end<\n>
<else>
begin
 <a.alt>
end;<\n>
<endif>
>>

/**
 For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "Root[0] = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
(* <fileName>:<description> *)
begin
```

```
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;
 <root:rewriteElement()>
 <children:rewriteElement()>
 Adaptor.AddChild(Root[<enclosingTreeLevel>], Root[<treeLevel>]);
end;<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex)
 ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode);<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode(), Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createImaginaryNode(tokenType=token, ...)>);<\n>
```

```
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createImaginaryNode(tokenType=token,
 ...)>, Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
Root[0] = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of Root[0] right
*  before I set it during rewrites.  The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "RetVal"

rewriteRuleRef(rule) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

rewriteNodeAction(action) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
Root[<treeLevel>]
 := Adaptor.BecomeRoot(<action>, Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
```

```
rewriteRuleLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
T<terminalOptions.node>.Create(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
Adaptor.CreateNode(<tokenType>, <args; separator=", "><if(!args)>'<tokenType>'<endif>) as I<ASTLabelType>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextToken<if(args)>,
<args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
Adaptor.Create(<token>, <args; separator=", ">)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
<endif>
>>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Delphi/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

/* addition memVars for returnscopes */
@returnScopeInterface.memVars()
 ::= <<
/* ASTTreeParser returnScopeInterface.memVars */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* ASTTreeParser returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope methods */
@returnScope.methods() ::= <<
/* ASTTreeParser returnScope.methods */

```
- (<ASTLabelType> *)getTree
{
  return tree;
}

- (void) setTree:(<ASTLabelType> *)aTree
{
  if (tree != aTree) {
     if (tree != nil) [tree release];
     if (aTree != nil) [aTree retain];
     tree = aTree;
  }
}

- (void) dealloc
{
  [self setTree:nil];
  [super dealloc];
}

@synthesize tree;
>>

@returnScopeProperties() ::= <<
@property (retain) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/**
 Add a variable to track last element matched */
ruleDeclarations() ::= <<
/* ASTTreeParser ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *_first_0 = nil;
<ASTLabelType> *_last = nil;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
/* ASTTreeParser noRewrite */
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType> *)_first_0;
if ( [treeAdaptor getParent:retval.tree] != nil && [treeAdaptor isNil:[treeAdaptor getParent:retval.tree]] ) )
  retval.tree = (<ASTLabelType> *)[treeAdaptor getParent:retval.tree];
<endif>
<if(backtracking)>}<endif>
```

```
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
/* ASTTreeParser tree */
_last = (<ASTLabelType>
 *)[input LT:1];
{
<ASTLabelType> *_save_last_<treeLevel> = _last;
<ASTLabelType> *_first_<treeLevel> = nil;
<if(!rewriteMode)>
<ASTLabelType> *root_<treeLevel> = [[[treeAdaptor class] newEmptyTree] retain];
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == TokenTypeDOWN ) {
  [self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
[self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
<children:element()>
[self match:input TokenType:TokenTypeUP
 Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
[treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
```

```
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
  <label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
  <label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
  [treeAdaptor addChild:<label>_tree
 toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==nil ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
/* ASTTreeParser tokenRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
```

```
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>}<endif>
<endif>
>>

/**
 Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefRuleRootAndListLabel */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser wildcard */
_last = (<ASTLabelType> *)[input LT:1];
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType> *)[adaptor dupTree:<label>];
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser
 matchSet */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
```

```
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTTreeParser matchRuleBlockSet */
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSetBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTTreeParser matchSetRuleRoot */
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if
 ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
root_<treeLevel> = (<ASTLabelType> *)[adaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
  [treeAdaptor addChild:<label>.tree toTree:root_<treeLevel>];
<else> <! rewrite mode !>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
```

```
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefAndListLabel
 */
<ruleRef(...)>
<! <listLabel(elem = "["+label+" getTree]",...)> !>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking == 0 ) <endif>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>.tree old:root_<treeLevel>];
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and
 tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRootTrack(...)>
>>
```

```
/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
/* ASTTreeParser createRewriteNodeFromElement */
<if(terminalOptions.node)>
<! new <terminalOptions.node>(stream_<token>.nextNode()) !>
[[[<terminalOptions.node>(stream_<token>
 alloc] init] nextNode];
<else>
<! stream_<token>.nextNode() !>
[stream_<token> nextNode]
<endif>
>>

ruleCleanUp() ::= <<
/* ASTTreeParser ruleCleanUp */
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0];
<if(backtracking)>}<endif>
<endif>
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

```
header {
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*/
   package org.antlr.stringtemplate.language;
   import org.antlr.stringtemplate.*;
   import java.io.*;
}

/** A parser used to break up a single template into chunks, text literals
*  and attribute expressions.
*/
class TemplateParser extends Parser;

{
protected StringTemplate self;

public void reportError(RecognitionException e) {
   StringTemplateGroup group = self.getGroup();
   if ( group==StringTemplate.defaultGroup ) {
      self.error("template parse error;
 template context is "+self.getEnclosingInstanceStackString(), e);
   }
   else {
      self.error("template parse error in group "+self.getGroup().getName()+" line "+self.getGroupFileLine()+";
template context is "+self.getEnclosingInstanceStackString(), e);
   }
}
}

template[StringTemplate self]
{
 this.self = self;
}
   :   (   s:LITERAL  {self.addChunk(new StringRef(self,s.getText()));}
```

```
    |   nl:NEWLINE
     {
       if ( LA(1)!=ELSE && LA(1)!=ENDIF ) {
        self.addChunk(new NewlineRef(self,nl.getText()));
       }
     }
    |   action[self]
    )*
  ;

action[StringTemplate self]
  :   a:ACTION
      {
      String indent = ((ChunkToken)a).getIndentation();
      ASTExpr c = self.parseAction(a.getText());
      c.setIndentation(indent);
      self.addChunk(c);
      }

  |   i:IF
      {
      ConditionalExpr c = (ConditionalExpr)self.parseAction(i.getText());
      // create and precompile the subtemplate
       StringTemplate subtemplate =
       new StringTemplate(self.getGroup(), null);
      subtemplate.setEnclosingInstance(self);
      subtemplate.setName(i.getText()+"_subtemplate");
      self.addChunk(c);
      }

      template[subtemplate] {if ( c!=null ) c.setSubtemplate(subtemplate);}

      (   ei:ELSEIF
         {
          ASTExpr ec = self.parseAction(ei.getText());
          // create and precompile the subtemplate
          StringTemplate elseIfSubtemplate =
              new StringTemplate(self.getGroup(), null);
          elseIfSubtemplate.setEnclosingInstance(self);
          elseIfSubtemplate.setName(ei.getText()+"_subtemplate");
         }

         template[elseIfSubtemplate]

         {if ( c!=null ) c.addElseIfSubtemplate(ec, elseIfSubtemplate);}
      )*

      (   ELSE
```

```
        {
        // create and precompile the subtemplate
        StringTemplate elseSubtemplate =
       new StringTemplate(self.getGroup(),
null);
        elseSubtemplate.setEnclosingInstance(self);
        elseSubtemplate.setName("else_subtemplate");
        }

        template[elseSubtemplate]
        {if ( c!=null ) c.setElseSubtemplate(elseSubtemplate);}
     )?

     ENDIF

| rr:REGION_REF
   {
    // define implicit template and
    // convert <@r()> to <region__enclosingTemplate__r()>
  String regionName = rr.getText();
  String mangledRef = null;
  boolean err = false;
  // watch out for <@super.r()>; that does NOT def implicit region
  // convert to <super.region__enclosingTemplate__r()>
  if ( regionName.startsWith("super.") ) {
   //System.out.println("super region ref "+regionName);
   String regionRef =
    regionName.substring("super.".length(),regionName.length());
   String templateScope =
    self.getGroup().getUnMangledTemplateName(self.getName());
   StringTemplate scopeST = self.getGroup().lookupTemplate(templateScope);
   if ( scopeST==null
) {
    self.getGroup().error("reference to region within undefined template: "+
     templateScope);
    err=true;
   }
   if ( !scopeST.containsRegionName(regionRef) ) {
    self.getGroup().error("template "+templateScope+" has no region called "+
     regionRef);
    err=true;
   }
   else {
    mangledRef =
     self.getGroup().getMangledRegionName(templateScope,regionRef);
    mangledRef = "super."+mangledRef;
   }
  }
```

```
  else {
   //System.out.println("region ref "+regionName);
   StringTemplate regionST =
                self.getGroup().defineImplicitRegionTemplate(self,regionName);
            mangledRef = regionST.getName();
          }

  if ( !err ) {
   // treat as regular action: mangled template include
   String indent = ((ChunkToken)rr).getIndentation();
   ASTExpr c = self.parseAction(mangledRef+"()");
   c.setIndentation(indent);
   self.addChunk(c);
  }
   }

  | rd:REGION_DEF
 {
  String combinedNameTemplateStr = rd.getText();
  int
 indexOfDefSymbol = combinedNameTemplateStr.indexOf("::=");
  if ( indexOfDefSymbol>=1 ) {
   String regionName = combinedNameTemplateStr.substring(0,indexOfDefSymbol);
   String template =
    combinedNameTemplateStr.substring(indexOfDefSymbol+3,
     combinedNameTemplateStr.length());
   StringTemplate regionST =
                self.getGroup().defineRegionTemplate(self,
       regionName,
       template,
       StringTemplate.REGION_EMBEDDED);
   // treat as regular action: mangled template include
   String indent = ((ChunkToken)rd).getIndentation();
   ASTExpr c = self.parseAction(regionST.getName()+"()");
   c.setIndentation(indent);
   self.addChunk(c);
  }
  else {
   self.error("embedded region definition screwed up");
  }
 }
  ;

/** Break up an input text stream into chunks of either plain text
*  or template actions in "$...$".  Treat IF and ENDIF tokens
*  specially.
*/
class DefaultTemplateLexer extends Lexer;
```

```
options {
   k=7; //
 see "$endif$"
   charVocabulary = '\u0001'..'\uFFFE';
}

{
protected String currentIndent = null;
protected StringTemplate self;

public DefaultTemplateLexer(StringTemplate self, Reader r) {
 this(r);
 this.self = self;
}

public void reportError(RecognitionException e) {
 self.error("$...$ chunk lexer error", e);
}

protected boolean upcomingELSE(int i) throws CharStreamException {
 return LA(i)=='$'&&LA(i+1)=='e'&&LA(i+2)=='l'&&LA(i+3)=='s'&&LA(i+4)=='e'&&
        LA(i+5)=='$';
}

protected boolean upcomingENDIF(int i) throws CharStreamException {
 return LA(i)=='$'&&LA(i+1)=='e'&&LA(i+2)=='n'&&LA(i+3)=='d'&&LA(i+4)=='i'&&
        LA(i+5)=='f'&&LA(i+6)=='$';
}

protected boolean upcomingAtEND(int i) throws CharStreamException {
 return LA(i)=='$'&&LA(i+1)=='@'&&LA(i+2)=='e'&&LA(i+3)=='n'&&LA(i+4)=='d'&&LA(i+5)=='$';
}

protected boolean upcomingNewline(int i) throws CharStreamException {
 return (LA(i)=='\r'&&LA(i+1)=='\n')||LA(i)=='\n';
}
}

LITERAL
   :   {LA(1)!='\r'&&LA(1)!='\n'}?
        ( options { generateAmbigWarnings=false;}
         {
         int loopStartIndex=text.length();
         int col=getColumn();
         }
       : '\\'! '$'  // allow escaped delimiter
       | '\\'! '\\' // always replace \\ with \
```

```
    | '\\' ~'$'  // otherwise ignore escape char
    | ind:INDENT
      {
      if ( col==1 && LA(1)=='$' ) {
         // store indent in ASTExpr not in a literal
         currentIndent=ind.getText();
   text.setLength(loopStartIndex); // reset length to wack text
      }
      else currentIndent=null;
      }
    | ~('$'|'\r'|'\n')
    )+
    {if (($getText).length()==0) {$setType(Token.SKIP);}} // pure indent?
  ;

NEWLINE
  : ('\r')? '\n' {newline(); currentIndent=null;}
  ;

ACTION
  options {
   generateAmbigWarnings=false; // $EXPR$ is ambig with $!..!$
 }
{
  int startCol = getColumn();
}
  :   LINE_BREAK {$setType(Token.SKIP);}
  | // Match escapes not in a string
 like <\n\ufea5>
  {StringBuffer buf = new StringBuffer(); char uc = '\u0000';}
   '$'! (uc=ESC_CHAR {buf.append(uc);} )+'$'!
   {$setText(buf.toString()); $setType(LITERAL);}
  |  COMMENT {$setType(Token.SKIP);}
  |  (
   options {
    generateAmbigWarnings=false; // $EXPR$ is ambig with $endif$ etc...
 }
: '$'! "if" (' '!)* "(" IF_EXPR ")" '$'! {$setType(TemplateParser.IF);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an IF
| '$'! "elseif" (' '!)* "(" IF_EXPR ")" '$'! {$setType(TemplateParser.ELSEIF);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an IF
  |  '$'! "else" '$'!        {$setType(TemplateParser.ELSE);}
     ( ('\r'!)? '\n'! {newline();})? // ignore any newline right after an ELSE
  |  '$'! "endif" '$'!       {$setType(TemplateParser.ENDIF);}
     ( {startCol==1}? ('\r'!)? '\n'! {newline();})? // ignore after ENDIF if on line by itself

  |   // match $@foo()$ => foo
   // match $@foo$...$@end$
```

```
 => foo::=...
      '$'! '@'! (~('$'|('))+
   ( "()"! '$'! {$setType(TemplateParser.REGION_REF);}
   |  '$'!
    {$setType(TemplateParser.REGION_DEF);
    String t=$getText;
    $setText(t+"::=");
    }
      ( options {greedy=true;} : ('\r'!)? '\n'! {newline();})?
    {boolean atLeft = false;}
      (
       options {greedy=true;} // handle greedy=false with predicate
      : {!(upcomingAtEND(1)||(upcomingNewline(1)&&upcomingAtEND(2)))}?
       ( ('\r')? '\n' {newline(); atLeft = true;}
       | . {atLeft = false;}
       )
      )+
      ( ('\r'!)? '\n'! {newline(); atLeft = true;} )?
   ( "$@end$"!
   | . {self.error("missing region "+t+" $@end$ tag");}
   )
      ( {atLeft}? ('\r'!)? '\n'! {newline();})?
     )

   |  '$'! EXPR '$'!  // (Can't start with '!', which would mean comment)
    )
    {
      ChunkToken t = new ChunkToken(_ttype, $getText, currentIndent);
      $setToken(t);
    }
   ;

protected
EXPR:
   ( ESC
      | ('\r')? '\n' {newline();}
      | SUBTEMPLATE
      | ('='|'+') TEMPLATE
      | ('='|'+') SUBTEMPLATE
      | ('='|'+') ~(''"'|'<'|'{')
      | ~'$'
      )+
   ;

protected
TEMPLATE
 : '"' ( ESC | ~'"' )* '"'
 | "<<"
```

```
  (options {greedy=true;}:('\r'!)?'\n'! {newline();})? // consume 1st \n
 ( options {greedy=false;}  // stop when you see the >>
 : {LA(3)=='>'&&LA(4)=='>'}? '\r'! '\n'! {newline();} // kill last \r\n
 | {LA(2)=='>'&&LA(3)=='>'}? '\n'! {newline();}       // kill last \n
 | ('\r')? '\n' {newline();}                          // else keep
 | .
 )*
     ">>"
;

protected
IF_EXPR:( ESC
     | ('\r')? '\n' {newline();}
     | SUBTEMPLATE
     | NESTED_PARENS
     | ~')'
     )+
  ;

protected
ESC_CHAR returns [char uc='\u0000']
 : "\\n"! {uc = '\n';}
 | "\\r"! {uc = '\r';}
 | "\\t"! {uc = '\t';}
 | "\\ "! {uc = ' ';}
 | "\\u"! a:HEX! b:HEX! c:HEX! d:HEX!
  {uc = (char)Integer.parseInt(a.getText()+b.getText()+c.getText()+d.getText(),
 16);}
 ;

protected
ESC :   '\\' . // ('$'|'n'|'t'|'"'|'\'':'|'{'|'}')
  ;

protected
HEX : '0'..'9'|'A'..'F'|'a'..'f'
 ;

protected
SUBTEMPLATE
  :   '{' (SUBTEMPLATE|ESC|~'}')* '}'
  ;

protected
NESTED_PARENS
  :   '(' (options {greedy=false;}:NESTED_PARENS|ESC|~')')+ ')'
  ;
```

```
protected
INDENT
  :   ( options {greedy=true;}: ' ' | '\t')+
  ;

protected
COMMENT
{
  int startCol = getColumn();
}
  :   "$!"
   ( options {greedy=false;}
   : ('\r')? '\n' {newline();}
   | .
   )*
   "!$" ( {startCol==1}? ('\r')? '\n' {newline();} )?
  ;


protected
LINE_BREAK
  :   "$\\\\$" (INDENT)? ('\r')? '\n' {newline();} (INDENT)?
  ;
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/template.g
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*/

/** Templates for building ASTs during tree parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations()
 ::= <<
<super.ruleDeclarations()>
var _first_0:<ASTLabelType> = null;
var _last:<ASTLabelType> = null;<\n>
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = <ASTLabelType>(_first_0);
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
```

```
_last = <ASTLabelType>(input.LT(1));
{
var _save_last_<treeLevel>:<ASTLabelType> = _last;
var _first_<treeLevel>:<ASTLabelType> = null;
<if(!rewriteMode)>
var root_<treeLevel>:<ASTLabelType> =
 <ASTLabelType>(adaptor.nil());
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
  matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

//
 TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

/** ID auto construct */
```

```
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/**
 ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
```

```
wildcard(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return
 tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
```

```
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.tree);
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null
 ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
<ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
```

```
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
<if(backtracking)>}<endif>
<endif>
>>

Found
```

in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ActionScript/ASTTreeParser.stg
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```
/*
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*/
/** Template overrides to add debugging to normal Java output;
*  If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
```

```
public
 static readonly string[] ruleNames =
 new string[]
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IIntStream input, int
 ruleIndex )
{
 int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
 ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
 ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
 base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
 dbg.SemanticPredicate( result, predicate );
 return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
```

```
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, DebugEventSocketProxy.DefaultDebuggerPort,
 new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, int port,
RecognizerSharedState state )
 : base( input, state )
{
 <createListenerAndHandshake()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
 : this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
 : base( input, dbg, state )
{
 Profiler p = (Profiler)dbg;
 p.setParser(this);
 <grammar.directDelegates:
  {g|<g:delegateName()>
 = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}> );};
separator="\n">
 <parserCtorBody()>
 <@finally()>
}
<\n>
>>

/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
 : base( input, dbg, state )
{
 <grammar.directDelegates:
```

```
  {g|<g:delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
<g:delegateName()>}> );}; separator="\n">
 <parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
 <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
 Profiler p = (Profiler)dbg;
 p.setParser(this);
<endif>
 <grammar.directDelegates:{g|<g:delegateName()>
 = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);};
separator="\n">
 <parserCtorBody()>
 <@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Much of the following rules were merged into CSharp3.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
```

```
 DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//  dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location(
 <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
 DebugListener.Terminate();
>>
//@rule.postamble() ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//  dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
```

```
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber>
 );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

// Region overrides that tell various constructs to add debugging triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

//@positiveClosureBlock.predecision() ::= "<enterDecision()>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

//@positiveClosureBlock.earlyExitException() ::=
```

```
// "dbg.RecognitionException( eee<decisionNumber> );<\n>"

//@closureBlock.preloop()
 ::= "<enterSubRule()>"

//@closureBlock.postloop() ::= "<exitSubRule()>"

//@closureBlock.predecision() ::= "<enterDecision()>"

//@closureBlock.postdecision() ::= "<exitDecision()>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

//@element.prematch() ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

/**
 Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/Dbg.stg
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "(<id>) <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage()

::= "false"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/templates/messages/formats/antlr.stg
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* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/gUnitExecutor.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/Interp.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/gUnitTestSuite.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/gunit/JUnitCodeGen.java
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*/
group Delphi;

csharpTypeInitMap ::= [
 "int":"0",
 "uint":"0",
 "long":"0",
 "ulong":"0",
 "float":"0.0",
 "double":"0.0",
 "bool":"False",
 "byte":"0",
 "sbyte":"0",
 "short":"0",
 "ushort":"0",
 "char":"#0",
 "string":"''",
 "String":"''",
 default:"nil" // anything other than an atomic type
]

/** The
 overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
* LEXER (Boolean): should we generate lexer code?
* PARSER (Boolean): should we generate parser code?

```
*  TREE_PARSER (Boolean): should we generate tree parser code?
*  actionScope (String): 'lexer', 'parser', 'tree_parser' or custom scope
*  actions (HashMap):
*  docComment (String): document comment
*  recognizer (Object): recognizer class generator
*  name (String): name of grammar
*  tokens (HashMap<name: String, type: Integer>):
*  tokenNames:
*  rules:
*  cyclicDFAs:
*  bitsets:
*  buildTemplate (Boolean): should we generate a string template?
*  buildAST (Boolean): should we generate an AST?
*  rewriteMode (Boolean): are we rewriteing nodes?
*  profile (Boolean):
*  backtracking (Boolean): backtracking mode?
*  synpreds (): syntactic predicates
*  memoize (Boolean): should we memoize?
*  numRules (Integer): number of rules
*  fileName
 (String): fully qualified name of original .g file
*  ANTLRVersion (String): ANTLR version in Major.Minor.Build format
*  generatedTimestamp (String): date/time when the file is generated
*  trace (Boolean): should we trace input/output?
*  scopes:
*  superClass (String): name of base class, or empty string
*  literals:
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
unit <name>;

{$HINTS OFF}

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<actions.(actionScope).header>

interface

<@imports>
uses<\n>
```

```
<@end>
 <actions.(actionScope).usesInterface>
<if(TREE_PARSER)>
 Antlr.Runtime.Tree,<\n>
<endif>
 Antlr.Runtime,
 Antlr.Runtime.Collections,
  Antlr.Runtime.Tools;

<docComment>
<recognizer>
>>

/** Generates source code for the lexer class
* grammar (Grammar object)
*/
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="Lexer") ::= <<
type
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
 end;

 T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
I<grammar.recognizerName>)
 strict private
  FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
  FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
  FException: ERecognitionException;
  procedure InitializeCyclicDFAs;
 <cyclicDFAs:cyclicDFADeclaration()>
 public
  const
    <tokens:{<it.name> = <it.type>;}; separator="\n">
  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
 strict private
  <actions.(actionScope).memberDeclarations>
 public
  // delegates
   <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
  // delegators
  <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
  <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>
 protected
  { IBaseRecognizer }
  function GetGrammarFileName: String; override;
<if(filterMode)>
  function AlreadyParsedRule(const Input: IIntStream;
```

```
    const RuleIndex: Integer): Boolean; override;
  procedure Memoize(const Input: IIntStream; const RuleIndex,
    RuleStartIndex: Integer); override;
 protected
  { ILexer }
  function NextToken: IToken; override;<\n>
<endif>
 protected
  { ILexer }
  procedure DoTokens; override;
 public
  constructor Create; overload;
  constructor Create(const AInput: ICharStream<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
  constructor Create(const
 AInput: ICharStream; const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;

  <rules: {r | <if(!r.ruleDescriptor.isSynPred)><lexerRuleDeclaration(r)><endif>}>
  <synpreds:{p | <lexerSynpredDeclaration(p)>}; separator="\n">
 end;

implementation

uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create;
begin
 InitializeCyclicDFAs;
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream<grammar.delegators:{g|; const
A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, nil<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream;
 const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
```

```
begin
 inherited Create(AInput, AState);
 InitializeCyclicDFAs; { TODO: Necessary in Delphi??? Not removed yet. }
 <if(memoize)>
 <if(grammar.grammarIsRoot)>
 State.RuleMemoCount := <numRules>+1;<\n> <! index from 1..n !>
 <endif>
 <endif>
 <grammar.directDelegates:
  {g|<g:delegateName()> := T<g.recognizerName>.Create(AInput, State<trunc(g.delegators):{p|,
<p:delegateName()>}>, Self);}; separator="\n">
 <grammar.delegators:
  {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<if(filterMode)>
<filteringNextToken()>
<endif>

<rules;
 separator="\n\n">
<synpreds:{p | <lexerSynpred(p)>}>

procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> :=
TDFA<dfa.decisionNumber>.Create(Self<@debugAddition()>);}; separator="\n">
 <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
end.>>

lexerRuleDeclaration(rule) ::= <<
procedure m<rule.ruleName>(<rule.ruleDescriptor.parameterScope:parameterScope(scope=rule)>);<\n>
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
```

```
*
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken()
 ::= <<
function T<grammar.recognizerName>.NextToken: IToken;
var
 M: Integer;
begin
 while (True) do
 begin
  if (Input.LA(1) = Integer(cscEOF)) then
    Exit(TToken.EOF_TOKEN);

  State.Token := nil;
  State.Channel := TToken.DEFAULT_CHANNEL;
  State.TokenStartCharIndex := Input.Index;
  State.TokenStartCharPositionInLine := Input.CharPositionInLine;
  State.TokenStartLine := Input.Line;
  State.Text := '';
  try
    M := Input.Mark();
    State.Backtracking := 1; <! means we won't throw slow exception !>
    State.Failed := False;
    mTokens();
    State.Backtracking := 0;
<!
    mTokens backtracks with synpred at backtracking==2
         and we set the synpredgate to allow actions at level 1.
!>
    if (State.Failed) then
    begin
      Input.Rewind(M);
      Input.Consume; <! // advance one char and try again !>
    end
    else
    begin
      Emit;
      Exit(State.Token);
    end;
  except
    on RE: ERecognitionException do
    begin
      // shouldn't happen in backtracking mode, but...
      ReportError(RE);
      Recover(RE);
    end;
```

```
  end;
 end;
end;

function T<grammar.recognizerName>.AlreadyParsedRule(const Input: IIntStream;
 const RuleIndex: Integer): Boolean;
begin
 if (State.Backtracking > 1) then
   Result := inherited AlreadyParsedRule(Input, RuleIndex)
 else
   Result := False;
end;

procedure T<grammar.recognizerName>.Memoize(const Input: IIntStream; const RuleIndex,
 RuleStartIndex: Integer);
begin
 if (State.Backtracking > 1) then
   inherited Memoize(Input, RuleIndex, RuleStartIndex);
end;

>>

filteringActionGate() ::= "(State.Backtracking = 1)"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, inputStreamType, superClass, filterMode,
          ASTLabelType="ANTLRInterface", labelType, members, rewriteElementType)
 ::= <<
type
 <rules: {r | <genericParserRuleReturnType(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
   <rules: {r | <genericParserRuleInterface(rule=r, ruleDescriptor=r.ruleDescriptor)>}>
 end;

 T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
I<grammar.recognizerName>)
<if(grammar.grammarIsRoot)>
 public
   const
     TOKEN_NAMES: array [0..<length(tokenNames)>+3] of String = (
       '\<invalid>',
       '\<EOR>',
       '\<DOWN>',
       '\<UP>',
       <tokenNames; separator=",\n">);<\n>
<endif>
 public
```

```
  const
    <tokens:{<it.name> = <it.type>;}; separator="\n">
 public
  // delegates
  <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n">
 public
  // delegators
  <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n">
  <last(grammar.delegators):{g|gParent:
 Pointer; {<g.recognizerName>}}>

  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDeclaration(scope=it)><endif>}>
<@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public
  constructor Create(const AInput: <inputStreamType><grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
  constructor Create(const AInput: <inputStreamType>; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>); overload;
<@end>
 protected
  { IBaseRecognizer }
  function GetTokenNames: TStringArray; override;
  function GetGrammarFileName: String; override;
 strict private
  <actions.(actionScope).memberDeclarations>
 <rules: {r | <genericParserRuleDeclaration(rule=r, ruleDescriptor=r.ruleDescriptor)>}>

<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer.
 !>
  // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor| <delegatedRuleDeclaration(ruleDescriptor)>}>

  <synpreds:{p | <synpredDeclaration(p)>}; separator="\n">
 <cyclicDFAs:cyclicDFADeclaration()>
 strict private
  FException: ERecognitionException;
  FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
  FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
  procedure InitializeCyclicDFAs;
<if(bitsets)>
 public
  class var
    <bitsets:bitsetDecl(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>})>
 public
  class procedure InitializeBitsets; static;<\n>
```

```
<endif>
 end;

implementation

uses
 <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
 <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
 <actions.(actionScope).usesImplementation>
 SysUtils,
 StrUtils,
 Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType><grammar.delegators:{g|;
 const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>);
begin
 Create(AInput, TRecognizerSharedState.Create<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType>;
 const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>:
IBaseRecognizer{<g.recognizerName>}}>);
begin
 inherited Create(AInput, AState);
 <@membersConstructor>
 <@end>
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> := T<g.recognizerName>.Create(Input,
State<trunc(g.delegators):{p|, <p:delegateName()>}>, Self);}; separator="\n">
 <grammar.indirectDelegates:{g | <g:delegateName()> := <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
 <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>);}>
 <rules: {r | <ruleAttributeScopeInit(scope=r.ruleDescriptor.ruleScope)>}>
 <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
  <actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>

<grammar.delegatedRules:{ruleDescriptor| <delegatedRuleImplementation(ruleDescriptor)>}; separator="\n">
procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
 <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> := TDFA<dfa.decisionNumber>.Create(Self);}; separator="\n">
 <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;
```

```
<if(bitsets)>
class procedure T<grammar.recognizerName>.InitializeBitsets;
begin
 <bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
end;
<endif>

<@membersImplementation>
<@end>

function T<grammar.recognizerName>.GetTokenNames: TStringArray;
var
 I: Integer;
begin
 SetLength(Result,Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES));
  for I := 0 to Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES) - 1 do
   Result[I] := T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES[I];
end;

function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
 Result := '<fileName>';
end;

<rules; separator="\n\n">
<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
<if(bitsets)>
initialization
 T<grammar.recognizerName>.InitializeBitsets;<\n>
<endif>
end.>>

delegatedRuleDeclaration(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;<\n>
<else>
procedure <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);<\n>
<endif>
<endif>
>>
```

```
delegatedRuleImplementation(ruleDescriptor)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): <returnType()>;<\n>
<else>
procedure
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
);<\n>
<endif>
<endif>
begin
 <if(ruleDescriptor.hasReturnValue)>Result :=<endif>
T<ruleDescriptor.grammar.recognizerName>(<ruleDescriptor.grammar:delegateName()>.Implementor).<ruleDescri
ptor.name>(<ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
end;

>>

parserCtorBody() ::= <<
InitializeCyclicDFAs;
<if(memoize)>
<if(grammar.grammarIsRoot)>
State.RuleMemoCount := <length(grammar.allImportedRules)>+1;<\n>
 <! index from 1..n !>
<endif>
<endif>
<grammar.delegators: {g|<g:delegateName()> := Pointer(A<g:delegateName()>);}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser",
labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
```

```
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
 *  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start "<ruleName>"
procedure
T<grammar.recognizerName>.<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
;
var
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <ruleLabelDefVars()>
begin
 <ruleLabelDefs()>
<if(trace)>
 TraceIn('<ruleName>_fragment', <ruleDescriptor.index>);
 try
   <block>
 finally
   TraceOut('<ruleName>_fragment', <ruleDescriptor.index>);
 end;
<else>
 <block>
<endif>
end;
// $ANTLR end "<ruleName>"
>>

synpredDecls(name) ::= <<
SynPredPointer <name>;<\n>
>>

synpred(name) ::= <<

function T<grammar.recognizerName>.<name>: Boolean;
var
 Start: Integer;
  Success: Boolean;
begin
 State.Backtracking := State.Backtracking + 1;
 <@start()>
 Start := Input.Mark;
```

```
 try
   <name>_fragment(); // can never throw exception
 except
   on RE: ERecognitionException do
     WriteLn('Impossible: ' + RE.ToString);
 end;
 Success := not State.Failed;
 Input.Rewind(Start);
 <@stop()>
 State.Backtracking := State.Backtracking - 1;
 State.Failed := False;
 Result := Success;
end;<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

lexerSynpredDeclaration(name) ::= <<
function <name>: Boolean;
procedure <name>_fragment;
>>

synpredDeclaration(name) ::= <<
function <name>: Boolean;
procedure <name>_fragment;
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ((State.Backtracking > 0) and AlreadyParsedRule(Input, <ruleDescriptor.index>)) then
 Exit(<ruleReturnValue()>);
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)><\n>if (State.Failed)
 then Exit(<ruleReturnValue()>);<\n><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (State.Backtracking > 0) then
begin
 State.Failed := True;
 Exit(<ruleReturnValue()>);
```

```
end;<endif>
>>

genericParserRuleDeclaration(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<ruleAttributeScopeDeclaration(scope=ruleDescriptor.ruleScope)>
<returnScopeDeclaration(scope=ruleDescriptor.returnScope)>
public
<if(ruleDescriptor.hasMultipleReturnValues)>
 function <rule.ruleName>: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 function <rule.ruleName>: <returnType()>;<\n>
<else>
 procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleInterface(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<if(ruleDescriptor.hasMultipleReturnValues)>
function <rule.ruleName>: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
 <rule.ruleName>: <returnType()>;<\n>
<else>
procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleReturnType(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(ruleDescriptor.isSynPred)>
<else>
I<returnType()> = interface(I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope)
end;<\n>
<endif>
<endif>
>>

/** How to generate code for a rule.  This includes any return type
```

```
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
(* <fileName>:<description> *)
<if(ruleDescriptor.hasMultipleReturnValues)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
 T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;
<else>
procedure
T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
<endif>
<endif>

var
<ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
<if(ruleDescriptor.hasMultipleReturnValues)>
 RetVal: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
 RetVal: <returnType()>;<\n>
<else>
<endif>
<endif>
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <ruleDeclarationVars()>
 <ruleLabelDefVars()>
begin
 Locals.Initialize;
 try
   <if(trace)>TraceIn('<ruleName>', <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   <ruleLabelDefs()>
   <ruleDescriptor.actions.init>
   <@preamble()>
   try
     try
       <ruleMemoization(name=ruleName)>
```

```
      <block>
      <ruleCleanUp()>

 <(ruleDescriptor.actions.after):execAction()>
<if(exceptions)>
      <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
      <actions.(actionScope).rulecatch>
<else>
    except
      on RE: ERecognitionException do
      begin
        ReportError(RE);
        Recover(Input,RE);
        <@setErrorReturnValue()>
      end;<\n>
<endif>
<endif>
<endif>
    end;
  finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
  end;
  <@postamble()>
 finally
  Locals.Finalize;
 end;
 Exit(<ruleReturnValue()>);
end;
// $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal := T<returnType()>.Create;
RetVal.Start := Input.LT(1);<\n>
```

```
<else>
<ruleDescriptor.returnScope.attributes:{
 a |
<a.name> := <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex := Input.Index();
<endif>
>>

ruleDeclarationVars() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name>: <a.type>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex: Integer;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Push(T<it>Scope.Create);}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Push(T<it.name>Scope.Create);}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>Stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>Stack.Pop;}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text> := nil;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text>
 := nil;}; separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text> := nil;}; separator="\n">
>>

ruleLabelDefVars() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]:{<it.label.text>: I<labelType>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{list_<it.label.text>: IList\<IANTLRInterface\>;};
separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDefVar(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll.label.text>: <ruleLabelType(referencedRule=ll.referencedRule)>;};
separator="\n">
```

```
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{<it.label.text> := nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
    :{List_<it.label.text> := nil;}; separator="\n"
>
>>

lexerRuleLabelDefDeclarations() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{<it.label.text>: I<labelType>;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
   :{List_<it.label.text>: IList;}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
RetVal
<endif>
<else>
<! nil !>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
RetVal.Stop := Input.LT(-1);
```

```
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (State.Backtracking > 0) then
 Memoize(Input, <ruleDescriptor.index>,
 <ruleDescriptor.name>_StartIndex);
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
<ruleDescriptor.parameterScope>
procedure
T<grammar.recognizerName>.m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
var
 <ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
 TokenType, Channel: Integer;
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <lexerRuleLabelDefDeclarations()>
begin
 Locals.Initialize;
 try
   <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
   <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
   <ruleScopeSetUp()>
   <ruleDeclarations()>
   try
<if(nakedBlock)>
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
     <block><\n>
<else>
     TokenType :=
 <ruleName>;
     Channel := DEFAULT_TOKEN_CHANNEL;
     <ruleMemoization(name=ruleName)>
     <lexerRuleLabelDefs()>
     <ruleDescriptor.actions.init>
```

```
    <block>
    <ruleCleanUp()>
    State.TokenType := TokenType;
    State.Channel := Channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
  finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  end;
 finally
  Locals.Finalize;
 end;
end;
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
procedure T<grammar.recognizerName>.mTokens;
var
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
begin
 <block>
end;

procedure T<grammar.recognizerName>.DoTokens;
begin
 mTokens;
end;
>>

// S U B R U L E S

/** A (...) subrule with multiple
 alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
case Alt[<decisionNumber>] of
```

```
 <alts:altSwitchCase()>
end;
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
case Alt[<decisionNumber>] of
 <alts:altSwitchCase()>
end;
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
(* <fileName>:<description> *)
FCnt[<decisionNumber>] := 0;
<decls>
<@preloop()>
while (True) do
begin
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
```

```
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   begin
     if (FCnt[<decisionNumber>] >= 1) then
       Break;
     <ruleBacktrackFailure()>
     raise EEarlyExitException.Create(<decisionNumber>, Input);
     <@earlyExitException()>
   end;
 end;
 Inc(FCnt[<decisionNumber>]);
end;
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
(* <fileName>:<description> *)
<decls>
<@preloop()>
while (True) do
begin
 Alt[<decisionNumber>] := <maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 case Alt[<decisionNumber>] of
   <alts:altSwitchCase()>
 else
   Break;
 end;
end;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block
```

```
/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
<i>:
 <@prealt()>
 <it><\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
(* <fileName>:<description> *)
begin
 <@declarations()>
 <elements:element()>
 <rew>
 <@cleanup()>
end;
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> := <endif>Match(Input, <token>,
FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)> as
I<labelType><endif>;<\n><checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>
```

```
listLabel(label,elem) ::= <<
if (list_<label> = nil) then list_<label> := TList\<IANTLRInterface\>.Create;
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label)
 ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchRange(<a>, <b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> := Input.LA(1);<\n>
<else>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<endif>
if (<s>) then
begin
 Input.Consume;
 <postmatchCode>
 <if(!LEXER)>
 State.ErrorRecovery := False;<endif>
 <if(backtracking)>State.Failed := False;<endif>
end
else
begin
 <ruleBacktrackFailure()>
 FException := EMismatchedSetException.Create(nil, Input);
 <@mismatchedSetException()>
<if(LEXER)>
 Recover(FException);
 raise FException;<\n>
```

```
<else>
 raise FException;
 <! use following code to make it recover inline;
 remove throw mse;
 RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
 !>
<endif>
end;<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start'] := CharIndex;
Match(<string>); <checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start'], CharIndex-1);
<else>
Match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex)
 ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
```

```
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
<label> := <if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
<else>
<if(scope)>T<scope.recognizerName>(IANTLRObject(<scope:delegateName()>).Implementor).<endif><rule.name
>(<args; separator=", ">);<\n>
<endif>
State.FollowingStackPointer := State.FollowingStackPointer - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
 Locals.AsInteger['<label>Start<elementIndex>'], CharIndex - 1);
<else>
<if(scope)>(<scope:delegateName()>.Implementor as T<scope.recognizerName>).<endif>m<rule.name>(<args;
separator=", ">); <checkRuleBacktrackFailure()>
```

```
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/**
 EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
Match(EOF); <checkRuleBacktrackFailure()>
Locals['<label>'] := TCommonToken.Create(Input, EOF, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start<elementIndex>'], CharIndex-1);
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (Input.LA(1) = TToken.DOWN) then
begin
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
end;
<else>
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil);<\n><checkRuleBacktrackFailure()>
<endif>
>>

/**
 Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (not (<evalPredicate(...)>)) then
begin
```

```
 <ruleBacktrackFailure()>
 raise EFailedPredicateException.Create(Input, '<ruleName>', '<description>');
end;<\n>
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
begin
<if(eotPredictsAlt)>
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<else>
 <ruleBacktrackFailure()>
 raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
end;
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more
 what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges; separator="\nelse ">;
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);
<edges; separator="\nelse ">;<\n>
<if(eotPredictsAlt)>
<if(!edges)>
Alt[<decisionNumber>] := <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
begin
 Alt[<decisionNumber>] := <eotPredictsAlt>;
```

```
end;<\n>
<endif>
<endif>
>>

/**
 An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "Alt[<decisionNumber>] := <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
begin
 <targetState>
end <! no ; here !>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
else
 begin
<if(eotPredictsAlt)>
   Alt[<decisionNumber>] := <eotPredictsAlt>;
<else>
   <ruleBacktrackFailure()>
   <@noViableAltException()>
   raise
 ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
 end;
end;<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n">
end;<\n>
>>
```

```
dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
 <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else
 Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<endif>
end;<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{<it>}; separator=",\n">:
 begin
   <targetState>
 end;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
Alt[<decisionNumber>] := FDFA<decisionNumber>.Predict(Input);
>>

/*
 Dump DFA tables.
*/
cyclicDFADeclaration(dfa) ::= <<
strict protected
 type
   TDFA<dfa.decisionNumber> = class(TDFA)
   protected
     { IDFA }
     function Description: String; override;
   public
     constructor Create(const ARecognizer: IBaseRecognizer);
   end;
 var
   FDFA<dfa.decisionNumber>: IDFA;
<if(dfa.specialStateSTs)>
strict protected
 function DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
   const AInput: IIntStream): Integer;<endif>
>>
```

```
cyclicDFA(dfa) ::= <<
{ T<grammar.recognizerName>.TDFA<dfa.decisionNumber> }

constructor T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Create(const ARecognizer:
IBaseRecognizer);
const
 DFA<dfa.decisionNumber>_EOT = '<dfa.javaCompressedEOT; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_EOF = '<dfa.javaCompressedEOF; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MIN = '<dfa.javaCompressedMin; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_MAX = '<dfa.javaCompressedMax;
 wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_ACCEPT = '<dfa.javaCompressedAccept; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_SPECIAL = '<dfa.javaCompressedSpecial; wrap="'+\n    '">';
 DFA<dfa.decisionNumber>_TRANSITION: array [0..<length(dfa.javaCompressedTransition)>-1] of String = (
   <dfa.javaCompressedTransition:{s|'<s; wrap="'+\n"'>'}; separator=",\n">);
begin
 inherited Create;
 Recognizer := ARecognizer;
 DecisionNumber := <dfa.decisionNumber>;
 EOT := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOT);
 EOF := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOF);
 Min := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MIN);
 Max := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MAX);
 Accept := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_ACCEPT);
 Special := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_SPECIAL);
 Transition := TDFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_TRANSITION);
end;

function
 T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Description: String;
begin
 Result := '<dfa.description>';
end;<\n>
<if(dfa.specialStateSTs)>
function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S:
Integer;
 const AInput: IIntStream): Integer;
var
 Locals: TLocalStorage;
 <if(LEXER)>
 Input: IIntStream;
 <endif>
 <if(PARSER)>
 Input: ITokenStream;
 <endif>
 <if(TREE_PARSER)>
 Input: ITreeNodeStream;
 <endif>
```

```
 _S: Integer;
 NVAE: ENoViableAltException;
begin
 Result := -1;
 Locals.Initialize;
 try
   <if(LEXER)>
   Input := AInput;
   <endif>
   <if(PARSER)>
   Input := AInput as ITokenStream;
   <endif>
   <if(TREE_PARSER)>
   Input := AInput as ITreeNodeStream;
   <endif>
   _S := S;
   case S of
     <dfa.specialStateSTs:{state | <i0>: begin<! compressed special state numbers 0..n-1 !>
    <state> <\n>   end;}; separator="\n">
   end;
<if(backtracking)>
    if (State.Backtracking > 0) then
   begin
     State.Failed := True;
     Exit(-1);
   end;<\n>
<endif>
   NVAE := ENoViableAltException.Create(DFA.Description, <dfa.decisionNumber>, _S, Input);
   DFA.Error(NVAE);
   raise NVAE;
 finally
   Locals.Finalize;
 end;
end;<\n>
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
Locals.AsInteger['index<decisionNumber>_<stateNumber>'] := Input.Index;
Input.Rewind;<\n>
<endif>
S := -1;
<edges; separator="\nelse ">;
```

```
<if(semPredState)> <! return input cursor to state before we rewound !>
Input.Seek(Locals.AsInteger['index<decisionNumber>_<stateNumber>']);<\n>
<endif>
if (S >= 0) then
 Exit(S);
>>

/** Just like a fixed
 DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
 S := <targetStateNumber>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
S := <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\" or \">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "FLA[<decisionNumber>,<stateNumber>] = <atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask
 for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "Input.LA(<k>) = <atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
((FLA[<decisionNumber>,<stateNumber>] \>= <lowerAsInt>) and (FLA[<decisionNumber>,<stateNumber>] \<=
<upperAsInt>))
>>
```

```
isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(Input.LA(<k>) \>= <lowerAsInt>) and (Input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= "<ranges; separator=\") or (\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

globalAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
  <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
 type
   I<scope.name>Scope = interface(IANTLRObject)
   end;
   T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
   protected
     <scope.attributes:{<it.name>: <it.type>;}; separator="\n">
   end;
strict protected
 <scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScope(scope) ::= <<
<! protected Stack <scope.name>Stack = new Stack();<\n> !>
>>

ruleAttributeScopeInit(scope) ::= <<
```

```
<if(scope)>
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;<\n>
<endif>
>>

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<! I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope !>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
<!
 Pointer/void !>
<endif>
<endif>
>>

/** Generate the C# type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
I<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<csharpTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
```

```
ruleLabelDef(label) ::= <<
<label.label.text> := <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

ruleLabelDefVar(label) ::= <<
<label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)>;
>>

/** Define a return struct for a rule
 if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{ T<ruleDescriptor:returnStructName()> }

<scope.attributes:{public <it.decl>;}; separator="\n">
<@ruleReturnMembers()>
<endif>
>>

returnScopeDeclaration(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
 type
   T<ruleDescriptor:returnStructName()> =
class(T<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope, I<ruleDescriptor:returnStructName()>)
   <scope.attributes:{public <it.decl>;}; separator="\n">
   <@ruleReturnMembers()>
   end;
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> := <expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1]
 as T<scope>Scope).<attr.name>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name>
```

((<scope>_scope)<scope>_stack[<index>]).<attr.name>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name> := <expr>;<\n>
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>Stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr)
 ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(IfThen(Assigned(<scope>),Def(<scope>).<attr.name>,<initValue(attr.type)>))
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name> := <expr>;
<else>
<attr.name> := <expr>;

```
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
tokenLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
tokenLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(Def(<scope>).CharPositionInLine)"
tokenLabelPropertyRef_channel(scope,attr)
 ::= "(Def(<scope>).Channel)"
tokenLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

ruleLabelPropertyRef_start(scope,attr) ::= "(IfThen(Assigned(<scope>), Def(<scope>).Start, nil) as I<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(Def(<scope>).Stop as I<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(Def(Def(<scope>).Tree as I<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
IfThen(Assigned(<scope>), Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(Def(<scope>).Start),
 Input.TreeAdaptor.GetTokenStopIndex(Def(<scope>).Start)), '')
<else>
IfThen(Assigned(<scope>), Input.ToString(
 (Def(<scope>).Start) as IToken,(Def(<scope>).Stop) as IToken), '')
<endif>
>>
ruleLabelPropertyRef_st(scope,attr) ::=
 "((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(IfThen(Assigned(<scope>),Def(<scope>).CharPositionInLine,-1))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"
```

```
// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(RetVal.Start as I<labelType>)"
rulePropertyRef_stop(scope,attr) ::= "(RetVal.Stop as I<labelType>)"
rulePropertyRef_tree(scope,attr) ::= "(RetVal.Tree as I<ASTLabelType>)"
rulePropertyRef_text(scope,attr)
 ::= <<
<if(TREE_PARSER)>
Input.TokenStream.ToString(
 Input.TreeAdaptor.GetTokenStartIndex(RetVal.Start),
 Input.TreeAdaptor.GetTokenStopIndex(RetVal.Start))
<else>
Input.ToString(RetVal.Start as IToken,Input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "RetVal.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "TokenType"
lexerRulePropertyRef_line(scope,attr) ::= "State.TokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "State.TokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "Channel"
lexerRulePropertyRef_start(scope,attr) ::= "State.TokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "StrToInt(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr)
 ::= "RetVal.Tree := <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "RetVal.ST := <expr>;"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if (<actions.(actionScope).synpredgate>) then
begin
 <action>
end;
<else>
if (State.Backtracking = 0) then
begin
 <action>
end;<\n>
<endif>
```

<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
<name> := TBitSet.Create([<words64:{<it>};separator=",">]);<\n>
>>

bitsetDecl(name) ::= <<
<name>: IBitSet;<\n>
>>

codeFileExtension() ::= ".pas"

true() ::= "True"
false() ::= "False"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Delphi/Delphi.stg
No license file was found, but licenses were detected in source scan.

/*
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*/
group AST;

@outputFile.imports() ::= <<
<@super.imports()>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
<!protected TreeAdaptor adaptor = new CommonTreeAdaptor();<\n>!>
setTreeAdaptor: function(adaptor) {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
},
getTreeAdaptor:
 function() {
  return this.adaptor;
},
>>

@returnScope.ruleReturnMembers() ::= <<
getTree: function() { return this.tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites

```
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleTokenStream(this.adaptor,"token <it>");};
separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could
 have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = this.adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
```

```
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
```

```
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0
 = this.adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = this.adaptor.rulePostProcessing(root_0);
this.input.replaceChildren(this.adaptor.getParent(retval.start),
                  this.adaptor.getChildIndex(retval.start),
                  this.adaptor.getChildIndex(_last),
                  retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
 <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
```

```
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard <it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard <it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements,
 // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>
```

```
rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
   throw new org.antlr.runtime.tree.RewriteEarlyExitException();
}
while
 ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
   <a.alt>
}<\n>
<else>
{
   <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel> = this.adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
this.adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>
```

```
/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined
 via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createRewriteNodeFromElement(...)>, root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex)
 ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
```

```
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
this.adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel>
 = this.adaptor.becomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<!
```

new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
this.adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
this.adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/JavaScript/AST.stg
No license file was found, but licenses were detected in source scan.

/*
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```
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*/

@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected var adaptor:TreeAdaptor = new CommonTreeAdaptor();<\n>
override public function set treeAdaptor(adaptor:TreeAdaptor):void
 {
   this.adaptor = adaptor;
   <grammar.directDelegates:{g|<g:delegateName()>.treeAdaptor = this.adaptor;}>
}
override public function get treeAdaptor():TreeAdaptor {
   return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
public function get tree():Object { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0:<ASTLabelType> = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
```

```
<ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = <ASTLabelType>(adaptor.nil());<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking
 list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>
```

```
/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label,
 {<label>.tree})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.tree})>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
   referencedWildcardLabels,
   referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
//
 token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
```

```
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = <ASTLabelType>(adaptor.nil());
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
input.replaceChildren(adaptor.getParent(retval.start),
                      adaptor.getChildIndex(retval.start),
                      adaptor.getChildIndex(_last),
                      retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree
 = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{it |var  stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
```

```
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
<referencedRuleListLabels
   :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"token
<it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el
 | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
```

```
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext}; separator="||">) ) {
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>,
 root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
```

```
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID
 ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(token,terminalOptions,args)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createImaginaryNode(token,terminalOptions,args)>,
root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
```

```
prevRuleRootRef()
 ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(),
 root_<treeLevel>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>


createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
```

```
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<ASTLabelType>(adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>))
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>
```

Found
in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ActionScript/AST.stg
No license file was found, but licenses were detected in source scan.

```
/*
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Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STErrorListener.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/ObjectModelAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/GroupParser.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STModelAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STNoSuchPropertyException.java
*
/antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/gui/JTreeScopeStackModel.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STLexerMessage.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STGroupFile.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/ST.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/AttributeRenderer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/Interpreter.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/InterpEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/BytecodeDisassembler.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STRuntimeMessage.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STWriter.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STNoSuchAttributeException.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/FormalArgument.java
*
/antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/ConstructionEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/CompilationState.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/AggregateModelAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/gui/STViz.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/Coordinate.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STGroupString.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STGroup.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/IndentEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STCompiletimeMessage.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/STGroupDir.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/STLexer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/ErrorBuffer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/Aggregate.java
*
/antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STGroupCompiletimeMessage.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/STMessage.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/Misc.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/gui/JTreeSTModel.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/StringRenderer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/Interval.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/EvalExprEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/NumberRenderer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/CompiledST.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/GroupLexer.java

* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/CodeGenerator.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/NoIndentWriter.java
*
 /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/gui/JTreeASTModel.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/ErrorManager.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/Bytecode.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/EvalTemplateEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/DateRenderer.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/InstanceScope.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/ArrayIterator.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/MapModelAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/ModelAdaptor.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/debug/AddAttributeEvent.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/Compiler.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/MultiMap.java
*
 /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/AutoIndentWriter.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/STException.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/misc/ErrorType.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/gui/STViewFrame.java
* /antlr-complete-3-5-2-sources-jar/org/stringtemplate/v4/compiler/StringTable.java
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*/

```
/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*
  invalid. There is no huge explosion of combinations.
*/
group ASTParser;

@rule.setErrorReturnValue() ::= <<
RetVal.Tree := Adaptor.ErrorNode(Input, RetVal.Start as IToken,
 Input.LT(-1), RE) as I<ASTLabelType>;
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<label>_tree := <createNodeFromToken(...)>;
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
```

```
if (State.Backtracking = 0) then
begin
<endif>
<label>_tree := <createNodeFromToken(...)>;
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

/**
 ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed
 to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then
<endif>Adaptor.AddChild(Root[0], <createNodeFromToken(...)>);})>
>>
```

```
matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking
 = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<createNodeFromToken(...)>, Root[0]) as
I<ASTLabelType>;})>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Adaptor.AddChild(Root[0], <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<label>.Tree, Root[0])
as I<ASTLabelType>;
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(elem=label+".Tree",...)>
>>
```

```
/**
 x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

// WILDCARD AST

wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
 <label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
 Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create(<label>)
 <! new MethodNode(IDLabel) !>
<else>
Adaptor.CreateNode(<label>) as I<ASTLabelType>
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
```

<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(!TREE_PARSER)>
Adaptor.SetTokenBoundaries(RetVal.Tree, RetVal.Start as IToken, RetVal.Stop as IToken);
<endif>
<if(backtracking)>
<\n>end;
<endif>
>>

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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

```
@outputFile.imports() ::= <<
<@super.imports()>
import org.antlr.stringtemplate.*;
import org.antlr.stringtemplate.language.*;
import java.util.HashMap;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
public StringTemplate st;
public Object getTemplate() { return st; }
public String
 toString() { return st==null?null:st.toString(); }
>>

@genericParser.members() ::= <<
<@super.members()>
 protected StringTemplateGroup templateLib =
   new StringTemplateGroup("<name>Templates", AngleBracketTemplateLexer.class);

 public void setTemplateLib(StringTemplateGroup templateLib) {
   this.templateLib = templateLib;
 }
 public StringTemplateGroup getTemplateLib() {
   return templateLib;
 }
 /** allows convenient multi-value initialization:
  *  "new STAttrMap().put(...).put(...)"
  */
 @SuppressWarnings("serial")
 public static class STAttrMap extends HashMap\<String, Object> {
  public STAttrMap put(String attrName, Object value) {
   super.put(attrName, value);
   return this;
  }
 }
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, {<label>.getTemplate()})>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
```

```
<if(backtracking)>
if
 ( <actions.(actionScope).synpredgate> ) {
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.getTokenStream()).replace(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start),
 retval.st);
<else>
((TokenRewriteStream)input).replace(
 ((Token)retval.start).getTokenIndex(),
 input.LT(-1).getTokenIndex(),
 retval.st);
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
// <alt.description>
<if(alt.pred)>
if (<alt.pred>) {
 retval.st = <alt.alt>;
}<\n>
<else>
{
 retval.st = <alt.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after*
 having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
```

```
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
templateLib.getInstanceOf("<name>"<if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
templateLib.getInstanceOf(<expr><if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
new StringTemplate(templateLib, "<template>"<if(args)>,
 new STAttrMap()<args:{a | .put("<a.name>", <a.value>)}>
 <endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr)
 ::= <<
(<st>).setAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>
```

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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/
group ASTTreeParser;

/** Add a variable
 to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _first_0 = null;
<ASTLabelType> _last = null;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/

```
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType>
 root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
```

```
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain
 tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( state.backtracking==0 )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions)
 ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
```

```
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree =
 (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
```

```
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope)
 ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".getTree()",...)>
>>
```

```
/** Streams
 for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
>>
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Perl5/ASTTreeParser.stg
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*/
scalaTypeInitMap ::= [
 "Int":"0",
 "Long":"0",
 "Float":"0.0f",
 "Double":"0.0",
 "Boolean":"false",
 "Byte":"0",
 "Short":"0",
 "Char":"0",
 default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
           name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime._
<if(TREE_PARSER)>
import org.antlr.runtime.tree._
<endif>
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer") ::= <<
```

```
object <grammar.recognizerName> {
  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
}

class <grammar.recognizerName>(input: CharStream, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input,
state<grammar.delegators:{g|,
 <g.recognizerName> <g:delegateName()>}>) {
  import <grammar.recognizerName>._
  <actions.lexer.members>

  // delegates
  <grammar.delegates:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
  <grammar.delegators:
      {g|<g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: CharStream) =
    this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    state.ruleMemo = new Array[java.util.Map[_,_]](<numRules>+1)<\n> <! index from 1..n !>
<endif>
<endif>
    <grammar.directDelegates:
     {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>,
 this)}; separator="\n">
    <grammar.delegators:
     {g|this.<g:delegateName()> = <g:delegateName()>}; separator="\n">
    <last(grammar.delegators):{g|gParent = <g:delegateName()>}>

  override def getGrammarFileName = "<fileName>"

<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>
  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
```

```
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
override def nextToken(): Token = {
  while (true) {
    if ( input.LA(1)==CharStream.EOF
) {
        var eof: Token = new CommonToken((CharStream)input,Token.EOF,
                           Token.DEFAULT_CHANNEL,
                           input.index(),input.index())
        eof.setLine(getLine())
        eof.setCharPositionInLine(getCharPositionInLine())
        return eof
    }
    state.token = null
state.channel = Token.DEFAULT_CHANNEL
    state.tokenStartCharIndex = input.index()
    state.tokenStartCharPositionInLine = input.getCharPositionInLine()
    state.tokenStartLine = input.getLine()
state.text = null
    try {
        val m = input.mark()
        state.backtracking=1 <! means we won't throw slow exception !>
        state.failed=false
        mTokens()
        state.backtracking=0
        <! mTokens backtracks with synpred at backtracking==2
          and we set the synpredgate to allow actions at level 1. !>
        if ( state.failed
) {
            input.rewind(m)
            input.consume() <! advance one char and try again !>
        }
        else {
            emit()
            return state.token
        }
    }
    catch {
        case re: RecognitionException =>
```

```
            // shouldn't happen in backtracking mode, but...
            reportError(re)
            recover(re)
        }
    }
}

override def memoize(input: IntStream,
 ruleIndex: Int,
 ruleStartIndex: Int) = {
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex)
}

override def alreadyParsedRule(input: IntStream, ruleIndex: Int):Boolean {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex)
return false
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,

      bitsets, inputStreamType, superClass,
          labelType, members, rewriteElementType,
          filterMode, ASTLabelType="Object") ::= <<
object <grammar.recognizerName> {
<if(grammar.grammarIsRoot)>
  val tokenNames = Array(
     "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
  )<\n>
<endif>

  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
              words64=it.bits)>}>
}

class <grammar.recognizerName>(input: <inputStreamType>, state<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input, state) {
  import <grammar.recognizerName>._
  // delegates
```

```
  <grammar.delegates:
      {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  // delegators
   <grammar.delegators:
      {g|public <g.recognizerName> <g:delegateName()>}; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

  <@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  def this(input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>: <inputStreamType>) =
     this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)

     <parserCtorBody()>
     <grammar.directDelegates:
      {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>}>, this)}; separator="\n">
     <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>};
separator="\n">
     <last(grammar.delegators):{g|gParent = <g:delegateName()>}>
  <@end>

  override def getTokenNames: Array[String]
 = tokenNames
  override def getGrammarFileName = "<fileName>"

  <members>

  <rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
  // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
  @throws(classOf[RecognitionException])
  def <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = \{
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator=", ">) \}}; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">
}
>>
```

```
parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array[java.util.Map[_,_]](<length(grammar.allImportedRules)>+1)<\n> <!
 index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser", labelType="Token",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>}
        ) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a
 rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
@throws(classOf[RecognitionException])
def <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <ruleLabelDefs()>
<if(trace)>
  traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try {
      <block>
  }
  finally {
```

```
      traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
final def <name>(): Boolean = {
  state.backtracking+=1
  <@start()>
   val start = input.mark()
  try {
     <name>_fragment() // can never throw exception
  } catch {
     case re: RecognitionException =>
     System.err.println("impossible: "+re)
  }
  val success = !state.failed
  input.rewind(start)
  <@stop()>
  state.backtracking-=1
  state.failed=false
  success
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; return <ruleReturnValue()>}<endif>
>>
```

```
/** How to generate code for a rule.  This includes
 any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
@throws(classOf[RecognitionException])
final def <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  try {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  }
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
   catch {
      case re: RecognitionException =>
      reportError(re)
      recover(input,re)
 <@setErrorReturnValue()>
  }<\n>
<endif>
<endif>
<endif>
  finally {
     <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
     <memoize()>
     <ruleScopeCleanUp()>
     <finally>
  }
  <@postamble()>
```

```
  return <ruleReturnValue()>
}
// $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
val retval = new <returnType()>()
retval.start = input.LT(1)<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
var <a.name>: <a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>
}>
<endif>
<if(memoize)>
val <ruleDescriptor.name>_StartIndex = input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | <it>_stack.push(new <it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it
 | <it.name>_stack.push(new <it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | <it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | <it.name>_stack.pop()}; separator="\n">
>>


ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it | var <it.label.text>: <labelType> = null}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>: RuleReturnScope = null}; separator="\n">
>>
```

```
lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it
 | var <it.label.text>: <labelType>=null}; separator="\n"
>
<ruleDescriptor.charLabels:{it | int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex) }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::=
```

```
 <<
// $ANTLR start "<ruleName>"
@throws(classOf[RecognitionException])
final def m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block><\n>
<else>
      var _type = <ruleName>
      var _channel = BaseRecognizer.DEFAULT_TOKEN_CHANNEL
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      try <block>
      <ruleCleanUp()>
      state.`type` = _type
      state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>)<endif>
      <ruleScopeCleanUp()>
      <memoize()>
  }
}
// $ANTLR end
 "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@throws(classOf[RecognitionException])
def mTokens(): Unit = {
  <block><\n>
}
>>

// S U B R U L E S
```

```
/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
alt<decisionNumber>
 match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>: Int = 0
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match
 {
      <alts:{a | <altSwitchCase(i,a)>}>
 case _ =>
    if ( cnt<decisionNumber> >= 1 ) loop<decisionNumber>_quitflag = true
    else {
    <ruleBacktrackFailure()>
        val eee = new EarlyExitException(<decisionNumber>, input)
        <@earlyExitException()>
        throw eee
    }
  }
  cnt<decisionNumber>+=1
}
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
      <alts:{a | <altSwitchCase(i,a)>}>
 case _ => loop<decisionNumber>_quitflag = true
  }
```

```
}
<@postloop()>
>>

closureBlockSingleAlt
 ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> =>
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::=
 <<
<@prematch()>
<e.el><\n>
>>
```

```
/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=<endif>`match`(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)>
.asInstanceOf[<labelType>]<endif>
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new java.util.ArrayList()
list_<label>.add(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
`match`(<char>)
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="")
 ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1)<\n>
<else>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
<endif>
if ( <s> ) {
  input.consume()
```

```
  <postmatchCode>
<if(!LEXER)>
  state.errorRecovery=false<\n>
<endif>
  <if(backtracking)>state.failed=false<endif>
}
else {
  <ruleBacktrackFailure()>
  val mse = new MismatchedSetException(null,input)
  <@mismatchedSetException()>
<if(LEXER)>
  recover(mse)
  throw mse
<else>
  throw mse
  <! use following code to make it recover inline; remove throw mse;
  recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>)
  !>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
val <label>Start
 = getCharIndex()
`match`(<string>)
<checkRuleBacktrackFailure()>
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(<string>)
<checkRuleBacktrackFailure()><\n>
<endif>
>>
```

```
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
matchAny(input)
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchAny()
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label,
 elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">)<\n>
state._fsp-=1
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
```

```
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex>
 = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
`match`(EOF)
<checkRuleBacktrackFailure()>
val <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(EOF)
<checkRuleBacktrackFailure()>
<endif>
>>
```

```
// used for left-recursive rules
recRuleDefArg()                    ::= "int <recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if
 ( input.LA(1)==Token.DOWN ) {
   `match`(input, Token.DOWN, null)
   <checkRuleBacktrackFailure()>
   <children:element()>
   `match`(input, Token.UP, null)
   <checkRuleBacktrackFailure()>
}
<else>
`match`(input, Token.DOWN, null)
<checkRuleBacktrackFailure()>
<children:element()>
`match`(input, Token.UP, null)
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
   <ruleBacktrackFailure()>
   throw new FailedPredicateException(input, "<ruleName>", "<description>")
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
   alt<decisionNumber>=<eotPredictsAlt>
```

```
<else>
   <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
```

```
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n">
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
  <edges; separator="\n">
  case _ =>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n"><\n>
case _ =>
<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case <labels:{it | <it>}; separator=" | "> =>
  {
  <targetState>
  }
>>
```

```
//
 C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
val DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_minS =
   "<dfa.javaCompressedMin; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\"+\n    \"">"
val DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\"+\n    \"">}>"
val DFA<dfa.decisionNumber>_transitionS: Array[String] = Array(
      <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
)

val DFA<dfa.decisionNumber>_eot: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS)
val DFA<dfa.decisionNumber>_eof: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS)
val DFA<dfa.decisionNumber>_min: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS)
val DFA<dfa.decisionNumber>_max: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS)
val DFA<dfa.decisionNumber>_accept: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS)
val
 DFA<dfa.decisionNumber>_special: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS)
val DFA<dfa.decisionNumber>_transition = new
```

```
Array[Array[Short]](DFA<dfa.decisionNumber>_transitionS.length)

for (i \<- DFA<dfa.decisionNumber>_transition.indices) {
  DFA<dfa.decisionNumber>_transition(i) =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS(i))
}

class DFA<dfa.decisionNumber> extends DFA {

  def this(recognizer: BaseRecognizer) = {
     this()
     this.recognizer = recognizer
     this.decisionNumber = <dfa.decisionNumber>
     this.eot = DFA<dfa.decisionNumber>_eot
     this.eof = DFA<dfa.decisionNumber>_eof
     this.min = DFA<dfa.decisionNumber>_min
     this.max = DFA<dfa.decisionNumber>_max
     this.accept = DFA<dfa.decisionNumber>_accept
     this.special = DFA<dfa.decisionNumber>_special
     this.transition = DFA<dfa.decisionNumber>_transition
  }
  override
 def getDescription = "<dfa.description>"
  <@errorMethod()>
<if(dfa.specialStateSTs)>
  @throws(classOf[NoViableAltException])
  override def specialStateTransition(s: Int, _input: IntStream):Int = {
     <if(LEXER)>
     val input = _input
     <endif>
     <if(PARSER)>
     val input = _input.asInstanceOf[TokenStream]
     <endif>
     <if(TREE_PARSER)>
     val input = _input.asInstanceOf[TreeNodeStream]
     <endif>
   val _s = s
     s match {
     <dfa.specialStateSTs:{state |
     case <i0> => <! compressed special state numbers 0..n-1 !>
        <state>}; separator="\n">
     case _ =>
     }
<if(backtracking)>
     if (state.backtracking>0) {state.failed=true; return -1}<\n>
<endif>
     val nvae = new NoViableAltException(getDescription(), <dfa.decisionNumber>, _s, input)
     error(nvae)
```

```
      throw nvae
   }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special
 state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber>: Int = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
val index<decisionNumber>_<stateNumber>: Int = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if ( s>=0 ) return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber,
 predicates) ::= <<
s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,\"\")>)"
```

```
evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >=<lower>
&& input.LA(<k>) \<= <upper>)"

setTest(ranges)
 ::= "<ranges; separator=\"||\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
```

```
<ruleDescriptor.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

delegateName(d)
 ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<scalaTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))><\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*  TODO(matthewlloyd): make this static
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
final
```

```
 class <ruleDescriptor:returnStructName()> extends
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
   <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
   <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it | <it.name>: <it.type>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name>
<else>
<scope>_stack.top.<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name> = <expr>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name> = <expr>
<else>
<scope>_stack.top.<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either
 global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
```

```
<if(referencedRule.hasMultipleReturnValues)>
(if (<scope>!=null) <scope>.<attr.name> else <initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>
<else>
<attr.name> =<expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


//
 not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(if (<scope>!=null) <scope>.getText() else null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(if (<scope>!=null) <scope>.getType() else 0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(if (<scope>!=null) <scope>.getLine() else 0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(if (<scope>!=null) <scope>.getCharPositionInLine() else 0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(if (<scope>!=null) <scope>.getChannel() else 0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(if (<scope>!=null) <scope>.start.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(if (<scope>!=null) <scope>.stop.asInstanceOf[<labelType>]
 else null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(if (<scope>!=null) <scope>.tree.asInstanceOf[<ASTLabelType>] else
null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
```

```
<if(TREE_PARSER)>
(if (<scope>!=null) (input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))) else null)
<else>
(if (<scope>!=null) input.toString(<scope>.start,<scope>.stop) else null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(if (<scope>!=null) <scope>.st else null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getType() else 0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getLine() else 0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getCharPositionInLine() else -1)"
lexerRuleLabelPropertyRef_channel(scope,attr)
 ::=
   "(if (<scope>!=null) <scope>.getChannel() else 0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
   "(if (<scope>!=null) <scope>.getText() else null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
   "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(retval.start.asInstanceOf[<labelType>])"
rulePropertyRef_stop(scope,attr) ::= "(retval.stop.asInstanceOf[<labelType>])"
rulePropertyRef_tree(scope,attr) ::= "(retval.tree.asInstanceOf[<ASTLabelType>])"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr)
 ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
```

```
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if
 ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
val <name> = new BitSet(Array[Long](<words64:{it | <it>L};separator=",">))<\n>
>>

codeFileExtension() ::= ".scala"

true_value() ::= "true"
false_value() ::= "false"
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Scala/Scala.stg
No license file was found, but licenses were detected in source scan.


```
/*
[The "BSD license"]
Copyright (c) 2010 Terence Parr
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```

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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

javaTypeInitMap ::= [
 "int":"0",
 "long":"0",
 "float":"0.0f",
 "double":"0.0",
 "boolean":"false",
 "byte":"0",
 "short":"0",
 "char":"0",
 default:"null" // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
 "True":"true",
 "False":"false",
 "true":"true",
 "false":"false",
 default:"false"
]

/**

```
 The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
import org.antlr.runtime.tree.*;
<endif>
import java.util.Stack;
import java.util.List;
import java.util.ArrayList;
<if(backtracking)>
import java.util.Map;
import java.util.HashMap;
<endif>
<@end>

<docComment>
@SuppressWarnings("all")
<recognizer>

>>

lexer(grammar, name, tokens, scopes,
 rules, numRules, filterMode, labelType="CommonToken",
     superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
 <tokens:{it | public static final int <it.name>=<it.type>;}; separator="\n">
 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
 <actions.lexer.members>

 // delegates
 <grammar.delegates:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 // delegators
 <grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
```

```
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
 }

 public <grammar.recognizerName>() {} <! needed by subclasses !>
 public <grammar.recognizerName>(CharStream input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
  this(input, new RecognizerSharedState()<grammar.delegators:{g|,
 <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(CharStream input, RecognizerSharedState state<grammar.delegators:{g|,
<g.recognizerName> <g:delegateName()>}>) {
  super(input,state);
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new HashMap[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
  <grammar.directDelegates:
   {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
  <grammar.delegators:
   {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
  <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
 @Override public String getGrammarFileName() { return "<fileName>"; }

<if(filterMode)>
 <filteringNextToken()>
<endif>
 <rules; separator="\n\n">

 <synpreds:{p | <lexerSynpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);};
 separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
```

```
*/
filteringNextToken() ::= <<
@Override
public Token nextToken() {
 while (true) {
  if ( input.LA(1)==CharStream.EOF ) {
   Token eof = new CommonToken(input,Token.EOF,
         Token.DEFAULT_CHANNEL,
         input.index(),input.index());
   eof.setLine(getLine());
   eof.setCharPositionInLine(getCharPositionInLine());
   return eof;
  }
  state.token = null;
 state.channel = Token.DEFAULT_CHANNEL;
  state.tokenStartCharIndex = input.index();
  state.tokenStartCharPositionInLine = input.getCharPositionInLine();
  state.tokenStartLine
 = input.getLine();
 state.text = null;
  try {
   int m = input.mark();
   state.backtracking=1; <! means we won't throw slow exception !>
   state.failed=false;
   mTokens();
   state.backtracking=0;
   <! mTokens backtracks with synpred at backtracking==2
    and we set the synpredgate to allow actions at level 1. !>
   if ( state.failed ) {
    input.rewind(m);
    input.consume(); <! advance one char and try again !>
   }
   else {
    emit();
    return state.token;
   }
  }
  catch (RecognitionException re) {
   // shouldn't happen in backtracking mode, but...
   reportError(re);
   recover(re);
  }
 }
}

@Override
public void memoize(IntStream input,
  int ruleIndex,
```

```
 int ruleStartIndex)
{
if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

@Override
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate()
 ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, inputStreamType, superClass,
        labelType, members, rewriteElementType,
        filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<if(grammar.grammarIsRoot)>
 public static final String[] tokenNames = new String[] {
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ", wrap="\n\t\t">
 };
<endif>
 <tokens:{it |public static final int <it.name>=<it.type>;}; separator="\n">

 // delegates
 <grammar.delegates: {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
 public <superClass>[] getDelegates() {
  return new <superClass>[] {<grammar.delegates: {g|<g:delegateName()>}; separator = ", ">};
 }

 // delegators
 <grammar.delegators:
  {g|public
 <g.recognizerName> <g:delegateName()>;}; separator="\n">
 <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

 <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<@members>
 <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
 public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>) {
```

```
 this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>);
 }
 public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>) {
 super(input, state);
 <parserCtorBody()>
 <grammar.directDelegates:
  {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
 <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
 separator="\n">
 <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
 }
<@end>

 @Override public String[] getTokenNames() { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
 @Override public String getGrammarFileName() { return "<fileName>"; }

 <members>

 <rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
 // Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
 public <returnType(ruleDescriptor)> <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)
throws <ruleDescriptor.throwsSpec; separator=", "> { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ru
leDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>); \}}; separator="\n">

 <synpreds:{p | <synpred(p)>}>

 <cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber>
 dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

 <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
     words64=it.bits)>}; separator="\n">
}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new HashMap[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
```

```
<endif>
<grammar.delegators:
 {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser", labelType="Token",
     members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TokenStream", superClass,
           labelType, members, "Token",
           false, ASTLabelType)>
>>

/**
 How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot
 be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public final void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>}; separator=", "> {
 <ruleLabelDefs()>
<if(trace)>
 traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
 try {
  <block>
 }
```

```
 finally {
  traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
 }
<else>
 <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
 state.backtracking++;
 <@start()>
 int start = input.mark();
 try {
  <name>_fragment(); // can never throw exception
 } catch (RecognitionException re) {
  System.err.println("impossible: "+re);
 }
 boolean success = !state.failed;
 input.rewind(start);
 <@stop()>
 state.backtracking--;
 state.failed=false;
 return success;
}<\n>
>>

lexerSynpred(name)
 ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) {
<returnStatement(({<ruleReturnValue()>}))> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnStatement(({<ruleReturnValue()>}))><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
```

```
<if(backtracking)>if (state.backtracking>0) {state.failed=true;
<returnStatement(({<ruleReturnValue()>}))>}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start
 "<ruleName>"
// <fileName>:<description>
<if(isPredefinedRewriteRule.(ruleName) && filterMode && buildAST)>
@Override
<endif>
public final <returnType(ruleDescriptor)> <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws
<ruleDescriptor.throwsSpec:{x|<x>}; separator=", "> {
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs()>
 <ruleDescriptor.actions.init>
 <@preamble()>
 try {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <(ruleDescriptor.actions.after):execAction()>
 }
<if(exceptions)>
 <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
 <actions.(actionScope).rulecatch>
<else>
 catch (RecognitionException re) {
  reportError(re);
  recover(input,re);
  <@setErrorReturnValue()>
 }
<endif>
<endif>
<endif>
 finally {
  // do for sure before leaving
```

```
 <if(trace)>traceOut("<ruleName>",
<ruleDescriptor.index>);<endif>
 <memoize()>
 <ruleScopeCleanUp()>
 <finally>
}
<@postamble()>
<returnStatement(({<ruleReturnValue()>}), false)>
}
// $ANTLR end "<ruleName>"
>>

returnStatement(returnValue, force=true) ::= <%
<if(!isEmptyString.(returnValue))>
 return <returnValue>;
<elseif(force)>
 return;
<endif>
%>

catch(decl,action) ::= <<
catch (<e.decl>) {
 <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.start = input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{it
 |<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
```

```
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>


ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |<labelType> <it.label.text>=null;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
 :{it |<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it
 |int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
 :{it |List\<Object> list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);
<endif>
<endif>
```

```
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
public final void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
 throws RecognitionException {
 <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 try {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
<else>
  int _type = <ruleName>;
  int _channel = DEFAULT_TOKEN_CHANNEL;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
 }
 finally {
  // do for sure before leaving
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeCleanUp()>
  <memoize()>
 }
}
// $ANTLR end "<ruleName>"
>>
```

```
/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::=
 <<
@Override
public void mTokens() throws RecognitionException {
 <block>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
```

```
>>

/**
 A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
  <ruleBacktrackFailure()>
  EarlyExitException eee = new EarlyExitException(<decisionNumber>, input);
  <@earlyExitException()>
  throw eee;
 }
 cnt<decisionNumber>++;
}
<@postloop()>
>>

positiveClosureBlockSingleAlt
 ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
```

```
loop<decisionNumber>:
while (true) {
 int alt<decisionNumber>=<maxAlt>;
 <@predecision()>
 <decision>
 <@postdecision()>
 switch (alt<decisionNumber>) {
 <alts:{a | <altSwitchCase(i,a)>}>
 default :
  break loop<decisionNumber>;
 }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt)
 ::= <<
case <altNum> :
 <@prealt()>
 <alt>
 break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
```

```
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label>=(<labelType>)<endif>match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex
>); <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label,
 label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList\<Object>();
list_<label>.add(<elem>);
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
```

```
<if(label)>
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
<endif>
if ( <s> ) {
 input.consume();
 <postmatchCode>
<if(!LEXER)>
 state.errorRecovery=false;
<endif>
 <if(backtracking)>state.failed=false;<endif>
}
else {
 <ruleBacktrackFailure()>
 MismatchedSetException mse = new MismatchedSetException(null,input);
 <@mismatchedSetException()>
<if(LEXER)>
 recover(mse);
 throw
 mse;
<else>
 throw mse;
 <! use following code to make it recover inline; remove throw mse;
 recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
 !>
<endif>
}
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
int <label>Start = getCharIndex();
match(<string>); <checkRuleBacktrackFailure()>
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start,
getCharIndex()-1);
```

```
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<if(label)>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.  The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args;
 separator=", ">);
state._fsp--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
```

```
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args;
 separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
```

```
>>

//
 used for left-recursive rules
recRuleDefArg()                    ::= "int <recRuleArg()>"
recRuleArg()                       ::= "_p"
recRuleAltPredicate(ruleName,opPrec)  ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()           ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
 match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
 <children:element()>
 match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating
 predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)>) ) {
 <ruleBacktrackFailure()>
 throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr)) && (!last(edges).predicates))>
else {
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
```

```
<else>
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
<endif>
>>

nvaExceptionWrapperMap ::= [
 "1":"wrapNvaExceptionForK1",
 "2":"wrapNvaExceptionForK2",
 default:"wrapNvaExceptionForKN"
]

wrapNvaExceptionForK1(exceptionCode)
 ::= <<
<exceptionCode>
>>

wrapNvaExceptionForK2(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
 input.consume();
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

wrapNvaExceptionForKN(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
 for (int nvaeConsume = 0; nvaeConsume \< <k> - 1; nvaeConsume++) {
  input.consume();
 }
 <exceptionCode>
} finally {
 input.rewind(nvaeMark);
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
```

```
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback
 decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
 alt<decisionNumber>=<eotPredictsAlt>;
}
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr,
 targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
 <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
```

```
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
 new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
 <edges; separator="\n">
}
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
 alt<decisionNumber>=<eotPredictsAlt>;
 break;
<endif>
}
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
 {
 <targetState>
 }
 break;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
```

```
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis
 and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
static final String DFA<dfa.decisionNumber>_eotS =
 "<dfa.javaCompressedEOT; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_eofS =
 "<dfa.javaCompressedEOF; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_minS =
 "<dfa.javaCompressedMin; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_maxS =
 "<dfa.javaCompressedMax; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_acceptS =
 "<dfa.javaCompressedAccept; wrap="\"+\n\t\"">";
static final String DFA<dfa.decisionNumber>_specialS =
 "<dfa.javaCompressedSpecial; wrap="\"+\n\t\"">}>";
static final String[] DFA<dfa.decisionNumber>_transitionS = {
  <dfa.javaCompressedTransition:{s|"<s; wrap="\"+\n\"">"}; separator=",\n">
};

static final short[] DFA<dfa.decisionNumber>_eot =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static final short[] DFA<dfa.decisionNumber>_eof =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static
 final char[] DFA<dfa.decisionNumber>_min =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static final char[] DFA<dfa.decisionNumber>_max =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static final short[] DFA<dfa.decisionNumber>_accept =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static final short[] DFA<dfa.decisionNumber>_special =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static final short[][] DFA<dfa.decisionNumber>_transition;

static {
 int numStates = DFA<dfa.decisionNumber>_transitionS.length;
 DFA<dfa.decisionNumber>_transition = new short[numStates][];
 for (int i=0; i\<numStates; i++) {
  DFA<dfa.decisionNumber>_transition[i] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
```

```
 }
}

protected class DFA<dfa.decisionNumber> extends DFA {

 public DFA<dfa.decisionNumber>(BaseRecognizer recognizer) {
  this.recognizer
 = recognizer;
  this.decisionNumber = <dfa.decisionNumber>;
  this.eot = DFA<dfa.decisionNumber>_eot;
  this.eof = DFA<dfa.decisionNumber>_eof;
  this.min = DFA<dfa.decisionNumber>_min;
  this.max = DFA<dfa.decisionNumber>_max;
  this.accept = DFA<dfa.decisionNumber>_accept;
  this.special = DFA<dfa.decisionNumber>_special;
  this.transition = DFA<dfa.decisionNumber>_transition;
 }
 @Override
 public String getDescription() {
  return "<dfa.description>";
 }
 <@errorMethod()>
<if(dfa.specialStateSTs)>
 @Override
 public int specialStateTransition(int s, IntStream _input) throws NoViableAltException {
  <if(LEXER)>
  IntStream input = _input;
  <endif>
  <if(PARSER)>
  TokenStream input = (TokenStream)_input;
  <endif>
  <if(TREE_PARSER)>
  TreeNodeStream input = (TreeNodeStream)_input;
  <endif>
  int _s = s;
  switch ( s ) {
  <dfa.specialStateSTs:{state |
  case <i0> : <! compressed special state numbers 0..n-1 !>
   <state>}; separator="\n">
  }
<if(backtracking)>
  if
 (state.backtracking>0) {state.failed=true; return -1;}
<endif>
  NoViableAltException nvae =
   new NoViableAltException(getDescription(), <dfa.decisionNumber>, _s, input);
  error(nvae);
  throw nvae;
```

```
 }
<endif>
}
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.index();
input.rewind();
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr,
 targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "(<pred>)"
```

```
evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >= <lower>
&& input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected static class <scope.name>_scope {
 <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>

/**
 Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<returnScopeBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/**
 Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <ruleDescriptor:returnStructName()> extends <returnScopeBaseType()> {
 <if(scope)><scope.attributes:{it |public <it.decl>;}; separator="\n"><endif>
```

```
 <@ruleReturnMembers()>
};
<endif>
>>

returnScopeBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
%>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name>
<else>
<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name> =<expr>;
<else>
<scope>_stack.peek().<attr.name> =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
```

```
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?((<returnType(referencedRule)>)<scope>).<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.getText():null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.getType():0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.getLine():0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.getCharPositionInLine():0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.getChannel():0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.getTokenIndex():0)"
tokenLabelPropertyRef_tree(scope,attr)
 ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.start})>):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?(<castToLabelType({<scope>.stop})>):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?((<ASTLabelType>)<scope>.getTree()):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
```

```
<if(TREE_PARSER)>
(<scope>!=null?(input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toString(<scope>.start,<scope>.stop):null)
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?((StringTemplate)<scope>.getTemplate()):null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr)
 ::=
 "(<scope>!=null?<scope>.getType():0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
 "(<scope>!=null?<scope>.getLine():0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
 "(<scope>!=null?<scope>.getCharPositionInLine():-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
 "(<scope>!=null?<scope>.getChannel():0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
 "(<scope>!=null?<scope>.getTokenIndex():0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
 "(<scope>!=null?<scope>.getText():null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
 "(<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(<castToLabelType(\"retval.start\")>)"
rulePropertyRef_stop(scope,attr) ::= "(<castToLabelType(\"retval.stop\")>)"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.getTokenStream().toString(
  input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
```

```
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr)
 ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
<action>
<endif>
%>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static final BitSet <name> = new BitSet(new long[]{<words64:{it |<it>L};separator=",">});
>>

codeFileExtension() ::= ".java"

true_value() ::= "true"
false_value() ::= "false"

isEmptyString ::= [
 "" : true,
 default : false
]

isTrue ::= [
 "true" : true,
 default : false
]
```

```
isDefaultLabelType ::= [
 "Token" : true,
 default : false
]

isPredefinedRewriteRule ::= [
 "topdown" : true,
 "bottomup" : true,
 default : false
]

castToLabelType(value) ::= <%
<if(!isDefaultLabelType.(labelType))>
(<labelType>)
<endif>
<value>
%>
```

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 in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Java/Java.stg
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```
group Dbg;

/*
```

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*/

```
@parserBody.mixins() ::= <<
include ANTLR3::<if(profile)>Profile<else>Debug<endif>::ParserEvents
>>


@parserBody.additionalMembers() ::= <<
<if(grammar.grammarIsRoot)>
RULE_NAMES = [
 :invalid_rule, <grammar.allImportedRules:{rST|:<rST.name>}; wrap="\n  ", separator=", ">
].freeze
<endif>
>>


@rule.body() ::= <<
in_rule(grammar_file_name, "<ruleName>") do
 @debug_listener.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>)

  <@super.body()>

 @debug_listener.location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>)
end
>>


// Common debug event triggers used by region overrides below
enterSubRule() ::= <<
in_subrule(<decisionNumber>) do<\n>
>>


exitSubRule() ::= <<
end<\n>
>>


enterDecision() ::= <<
in_decision(<decisionNumber>) do<\n>
>>


exitDecision() ::= <<
```

```
end<\n>
>>


enterAlt(n) ::= <<
in_alternative(<n>)<\n>
>>


// Region overrides that tell various constructs to add debugging triggers
@block.body() ::= <<
in_subrule(<decisionNumber>) do
 <@super.body()>
end
>>


// @blockBody.predecision() ::= "<enterSubRule()>"
// @blockBody.postdecision() ::= "<exitDecision()>"
// @blockBody.postbranch() ::= "<exitSubRule()>"
@blockBody.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end
>>


@ruleBlock.decision() ::= <<
in_decision(<decisionNumber>) do
 <@super.decision()>
end<\n>
>>


@ruleBlockSingleAlt.prealt()
 ::= "<enterAlt(n={1})>"


@blockSingleAlt.prealt() ::= "<enterAlt(n={1})>"


@positiveClosureBlock.loopBody() ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>
```

```
@positiveClosureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@positiveClosureBlockLoop.earlyExitException() ::= <<
@debug_listener.recognition_exception(eee)
>>


@closureBlock.loopBody() ::= <<
in_subrule(<decisionNumber>) do
 <@super.loopBody()>
end
>>


@closureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
 <@super.decisionBody()>
end
>>


@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"  // altNum is arg of altSwitchCase


element(e) ::= <<
@debug_listener.location(<e.line>, <e.pos>) // e is arg of element
<super.element(e)>
>>


@matchSet.mismatchedSetException() ::= "@debug_listener.recognition_exception(mse)"


@dfaState.noViableAltException() ::=
 <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

@dfaStateSwitch.noViableAltException() ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
```

```
raise( nvae )<\n>
>>

dfaDecision(decisionNumber,description) ::= <<
begin
 @state.cyclic_decision = true
 <super.dfaDecision(...)>
rescue ANTLR3::Error::NoViableAlternative => nvae
 @debug_listener.recognition_exception(nvae)
 raise
end
>>


@cyclicDFA.errorMethod() ::= <<
def error(nvae)
 @recognizer.debug_listener.recognition_exception(nvae)
 super
end
>>
/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
predicate?("<description>") { <pred> }
>>
```

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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef,
 ...
*/
/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _last;<\n>
<ASTLabelType> _first_0;<\n>
>>

/** Add a variable to track last element matched */
ruleInitializations() ::= <<
<super.ruleInitializations()>
_last = NULL;<\n>
_first_0 = NULL;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (BACKTRACKING ==0) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if (ADAPTOR->getParent(ADAPTOR, retval.tree) != NULL && ADAPTOR->isNilNode(ADAPTOR, ADAPTOR->getParent(ADAPTOR, retval.tree)))

```
{
  retval.tree = (<ASTLabelType>)ADAPTOR->getParent(ADAPTOR, retval.tree);
}
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)LT(1);
{
<ASTLabelType> _save_last_<treeLevel>;
<ASTLabelType> _first_<treeLevel>;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>;
<endif>
_save_last_<treeLevel> = _last;
_first_<treeLevel>     = NULL;
<if(!rewriteMode)>
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<if(backtracking)>}<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
  MATCHT(ANTLR3_TOKEN_DOWN, NULL);
  <children:element()>
  MATCHT(ANTLR3_TOKEN_UP, NULL);
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<children:element()>
MATCHT(ANTLR3_TOKEN_UP,
 NULL);
<endif>
<if(!rewriteMode)>
```

```
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
if ( _first_<treeLevel> == NULL ) _first_<treeLevel>
 = <label>;
<if(backtracking)>}<endif>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
```

```
<if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions)
 ::= <<
_last = (<ASTLabelType>)LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupTree(ADAPTOR, <label>);
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
```

```
}
,...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0")
 ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ){<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(backtracking)>if
 ( <actions.(actionScope).synpredgate> )
{
<endif>
<if(!rewriteMode)>
 ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>.tree);
<else>
 if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>.tree;
<endif>
<if(backtracking)>}<endif>
>>
```

```
/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<super.listLabelAST(elem=label,...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( ( <actions.(actionScope).synpredgate> ) ) <endif>root_<treeLevel> =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<super.listLabelAST(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite
 */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefTrackAndListLabel(...)>
>>
/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>
```

```
/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextNode(stream_<token>))
<else>
stream_<token>->nextNode(stream_<token>)
<endif>
>>

ruleCleanUp()
 ::= <<
<super.ruleCleanUp(...)>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
 retval.stop = LT(-1);<\n>
<endif>
 retval.tree = (<ASTLabelType>)ADAPTOR->rulePostProcessing(ADAPTOR, root_0);
<if(backtracking)>
}
<endif>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
>>

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*/

group Perl5;

/** The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion,
 generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
<if(TREE_PARSER)>
<endif>
<if(backtracking)>
<endif>
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="ANTLR::Runtime::Lexer")  ::= <<
package <name>;

use Carp;
use English qw( -no_match_vars ) ;
use Readonly;
use Switch;

use ANTLR::Runtime::BaseRecognizer;
use ANTLR::Runtime::DFA;
use ANTLR::Runtime::NoViableAltException;

use Moose;

extends 'ANTLR::Runtime::Lexer';
```

```
Readonly my $HIDDEN => ANTLR::Runtime::BaseRecognizer->HIDDEN;
sub HIDDEN { $HIDDEN }

use constant {
  <tokens:{ <it.name> => <it.type>, }; separator="\n">
};
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>

sub BUILD {
  my ($self, $arg_ref) = @_;

   $self->init_dfas();
}

sub get_grammar_file_name {
  return "<fileName>";
}

<if(filterMode)>
<filteringNextToken()>
<endif>
<rules; separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>

<cyclicDFAs:{dfa | has 'dfa<dfa.decisionNumber>';}; separator="\n">

sub init_dfas {
  my ($self) = @_;

  <cyclicDFAs:{dfa |
  $self->dfa<dfa.decisionNumber>(<name>::DFA<dfa.decisionNumber>->new({ recognizer => $self }));
  }; separator="\n">

  return;
}

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;

>>

perlTypeInitMap ::= [
```

```
 "$":"undef",
 "@":"()",
 "%":"()",
 default:"undef"
]

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at
 backtracking==1.
*/
filteringNextToken() ::= <<
public Token nextToken() {
  while (true) {
    if ( input.LA(1)==CharStream.EOF ) {
      return Token.EOF_TOKEN;
    }
    token = null;
 channel = Token.DEFAULT_CHANNEL;
    tokenStartCharIndex = input.index();
    tokenStartCharPositionInLine = input.getCharPositionInLine();
    tokenStartLine = input.getLine();
 text = null;
    try {
      int m = input.mark();
      backtracking=1; <! means we won't throw slow exception !>
      failed=false;
      mTokens();
      backtracking=0;
      <! mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1. !>
      if ( failed ) {
        input.rewind(m);
        input.consume(); <! advance one char and try again !>
      }
      else {
        emit();
        return token;

      }
    }
    catch (RecognitionException re) {
      // shouldn't happen in backtracking mode, but...
      reportError(re);
      recover(re);
    }
```

```
  }
}

public void memoize(IntStream input,
 int ruleIndex,
 int ruleStartIndex)
{
if ( backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
if ( backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "$self->state->backtracking==0"

filteringActionGate() ::= "backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
        bitsets, inputStreamType, superClass, filterMode,
        ASTLabelType="Object", labelType, members) ::= <<
package <name>;

use English qw( -no_match_vars ) ;
use Readonly;
use Switch;
use Carp;
use ANTLR::Runtime::BitSet;

use Moose;

extends
 '<@superClassName><superClass><@end>';

Readonly my $token_names => [
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
];

use constant {
<tokens:{ <it.name> => <it.type>, }; separator="\n">
};

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
            words64=it.bits)>
```

```
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

sub BUILD {
  my ($self, $arg_ref) = @_;

<if(backtracking)>
  $self->state->rule_memo({});<\n>
<endif>
}
<@end>

sub get_token_names {
  return $token_names;
}

sub get_grammar_file_name {
  return "<fileName>";
}

<members>

<rules; separator="\n\n">

<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = __PACKAGE__::DFA<dfa.decisionNumber>->new($self);};
separator="\n">
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no
 Moose;
__PACKAGE__->meta->make_immutable();
1;
__END__
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType,
superClass="ANTLR::Runtime::Parser", labelType="ANTLR::Runtime::Token",
members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ANTLR::Runtime::TokenStream", ...)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
```

```
labelType={<ASTLabelType>}, ASTLabelType="Object", superClass="ANTLR::Runtime::TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*
 any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start <ruleName>
sub <ruleName>_fragment {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>

<if(trace)>
  $self->traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
  eval {
      <block>
  };
  $self->traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  if ($EVAL_ERROR) {
      croak $EVAL_ERROR;
  }
<else>
  <block>
<endif>
}
# $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
  backtracking++;
  <@start()>
  int start = input.mark();
  try {
      <name>_fragment(); // can never throw exception
  } catch (RecognitionException re) {
      System.err.println("impossible: "+re);
  }
  boolean success = !failed;
   input.rewind(start);
  <@stop()>
```

```
  backtracking--;
  failed=false;
  return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>
if ($self->state->failed) {
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (backtracking>0) {failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

#
 $ANTLR start <ruleName>
# <fileName>:<description>
sub <ruleName>() {
  my ($self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>) = @_;
  <if(trace)>$self->traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
```

```
  eval {
     <ruleMemoization(name=ruleName)>
     <block>
     <ruleCleanUp()>
     <(ruleDescriptor.actions.after):execAction()>
  };
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  my $exception = $EVAL_ERROR;
  if (ref $exception && $exception->isa('ANTLR::Runtime::RecognitionException')) {
     $self->report_error($exception);
     $self->recover($self->input, $exception);
     $exception = undef;
   }<\n>
<endif>
<endif>
<endif>
  <if(trace)>$self->traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  if ($exception) {
     croak $exception;
     #$exception->rethrow();
  }
  <@postamble()>
  return <ruleReturnValue()>;
}
# $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
my $retval = <returnType()>->new();
$retval->set_start($self->input->LT(1));<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
```

```
my $<a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
my $<ruleDescriptor.name>_start_index = $self->input->index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());};
 separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{my $<it.label.text> = undef;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
  :{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{my $<it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels,
 ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;};
 separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
```

```
<if(ruleDescriptor.hasSingleReturnValue)>
$<ruleDescriptor.singleValueReturnName>
<else>
$retval
<endif>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
$retval->set_stop($self->input->LT(-1));<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start <ruleName>
sub m_<ruleName> {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>
  my ($self) = @_;
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleDeclarations()>
   eval {
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      my $_type = <ruleName>;
      my $_channel = $self->DEFAULT_TOKEN_CHANNEL;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
```

```
      <ruleCleanUp()>
      $self->state->type($_type);
      $self->state->channel($_channel);
      <(ruleDescriptor.actions.after):execAction()>
<endif>
  };
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>

  if ($EVAL_ERROR) {
     croak $EVAL_ERROR;
  }
}
# $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
sub m_tokens {
  my ($self) = @_;
  <block><\n>
}
>>

//
 S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
```

```
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
 ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
# <fileName>:<description>
my $cnt<decisionNumber> = 0;
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else {
      if ( $cnt<decisionNumber> >= 1 ) { last LOOP<decisionNumber> }
      <ruleBacktrackFailure()>
        my $eee =
            ANTLR::Runtime::EarlyExitException->new(<decisionNumber>, $self->input);
        <@earlyExitException()>
```

```
            croak $eee;
        }
    }
    ++$cnt<decisionNumber>;
}
<@postloop()>
>>

positiveClosureBlockSingleAlt
 ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
    my $alt<decisionNumber> = <maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch ($alt<decisionNumber>) {
      <alts:altSwitchCase()>
      else { last LOOP<decisionNumber> }
    }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
 */
altSwitchCase() ::= <<
case <i> {
    <@prealt()>
    <it>
```

```
}<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
# <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>$<label> =<endif>$self->match($self->input, <token>,
$FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem)
 ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
```

```
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match_range(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= $self->input->LA(1);<\n>
<else>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
<endif>
if ( <s> ) {
  $self->input->consume();
  <postmatchCode>
<if(!LEXER)>
  $self->state->error_recovery(0);
<endif>
  <if(backtracking)>failed=false;<endif>
}
else {
  <ruleBacktrackFailure()>
  my $mse =
      ANTLR::Runtime::MismatchedSetException->new(undef, $self->input);
   <@mismatchedSetException()>
<if(LEXER)>
  $self->recover($mse);
  $mse->throw();
<else>
  $mse->throw();
  <! use following code to make it recover inline; remove throw mse;
  $self->recoverFromMismatchedSet($self->input, $mse, $FOLLOW_set_in_<ruleName><elementIndex>);
  !>
<endif>
}<\n>
>>
```

```
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
int <label>Start = getCharIndex();
$self->match(<string>); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE,
Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
<else>
$self->match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex)
 ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
*  and a return value or values.
*/
```

```
ruleRef(rule,label,elementIndex,args,scope) ::= <<
$self->push_follow($FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
$<label> = $self-><rule.name>(<args; separator=", ">);<\n>
<else>
$self-><rule.name>(<args; separator=", ">);<\n>
<endif>
$self->state->_fsp($self->state->_fsp - 1);
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/**
 A lexer rule reference.
*
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
$self->m_<rule>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
$self->m_<rule.name>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input,
```

```
 EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>, getCharIndex()-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input,
 "<ruleName>", "<description>");
}
>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
else {
<if(eotPredictsAlt)>
  $alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  my $nvae =
     ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => "<description>",
```

```
        decision_number => <decisionNumber>,
        state_number => <stateNumber>,
        input => $self->input,
      });<\n>
  <@noViableAltException()>
  croak $nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's
 it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nels"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
$alt<decisionNumber> = <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  $alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted
 */
dfaAcceptState(alt) ::= "$alt<decisionNumber> = <alt>;"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
```

```
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
  <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
  else {
  <if(eotPredictsAlt)>
     $alt<decisionNumber> = <eotPredictsAlt>;
  <else>
     <ruleBacktrackFailure()>
     my $nvae =
        ANTLR::Runtime::NoViableAltException->new({
           grammar_decision_description => "<description>",
            decision_number => <decisionNumber>,
           state_number => <stateNumber>,
           input => $self->input,
        });<\n>
     <@noViableAltException()>
     croak $nvae;<\n>
  <endif>
  }
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else { $alt<decisionNumber> = <eotPredictsAlt> }<\n>
<endif>
}<\n>
>>
```

```
dfaEdgeSwitch(labels, targetState) ::= <<
case [<labels:{ <it> }; separator=", ">] { <targetState> }
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited
 via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
$alt<decisionNumber> = $self->dfa<decisionNumber>->predict($self->input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
Readonly my $DFA<dfa.decisionNumber>_eot => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOT; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_eof => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOF; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_min => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedMin; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_max
 => ANTLR::Runtime::DFA->unpack_rle([ <dfa.javaCompressedMax; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_accept => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedAccept; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_special => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedSpecial; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_transition => [
<dfa.javaCompressedTransition:{s|ANTLR::Runtime::DFA->unpack_rle([ <s; separator=", "> ])}; separator=", "> ];

{
package <name>::DFA<dfa.decisionNumber>;
use ANTLR::Runtime::Class;

use strict;
use warnings;

extends 'ANTLR::Runtime::DFA';
```

```
sub BUILD {
  my $self = shift;
  my $param_ref = __PACKAGE__->unpack_params(@_, {
     spec => [
        {
           name => 'recognizer',
           isa  => 'ANTLR::Runtime::BaseRecognizer'
        },
     ]
  });

  $self->recognizer($param_ref->{recognizer});
  $self->decision_number(<dfa.decisionNumber>);
   $self->eot($DFA<dfa.decisionNumber>_eot);
  $self->eof($DFA<dfa.decisionNumber>_eof);
  $self->min($DFA<dfa.decisionNumber>_min);
  $self->max($DFA<dfa.decisionNumber>_max);
  $self->accept($DFA<dfa.decisionNumber>_accept);
  $self->special($DFA<dfa.decisionNumber>_special);
  $self->transition($DFA<dfa.decisionNumber>_transition);
}

sub get_description {
  return "<dfa.description>";
}

<@errorMethod()>

<if(dfa.specialStateSTs)>
sub special_state_transition {
  my ($self, $param_ref) = unpack_params(@_, {
     spec => [
        {
           name => 's',
           type => SCALAR,
        },
        {
           name => 'input',
           isa  => 'ANTLR::Runtime::IntStream',
        }
     ]
  });
  my $s = $param_ref->{s};
  my $input = $param_ref->{input};

  switch ($s) {
     <dfa.specialStateSTs:{state |
```

```
      case <i0> \{ <! compressed special
 state numbers 0..n-1 !>
          <state>}; separator="\n">
      }
   }

<if(backtracking)>
   if ($self->state->backtracking > 0) {
      $self->state->failed = 1;
      return -1;
   }<\n>
<endif>

   my $nvae =
      ANTLR::Runtime::NoViableAltException->new({
         grammar_decision_description => $self->get_description(),
         decision_number => <dfa.decisionNumber>,
         state_number => $s,
         input => $input,
      });<\n>
   $self->error($nvae);
   $nvae->throw();
   }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
my $input = $self->input;
my $LA<decisionNumber>_<stateNumber> = $input->LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
my $index<decisionNumber>_<stateNumber> = $input->index();
$input->rewind();<\n>
<endif>
s
 = -1;
<edges; separator="\nels">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
```

```
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "(<operands; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description)
 ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "$LA<decisionNumber>_<stateNumber> eq <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "$self->input->LA(<k>) eq <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
($LA<decisionNumber>_<stateNumber> ge <lower> && $LA<decisionNumber>_<stateNumber> le <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "($self->input->LA(<k>) ge
<lower> && $self->input->LA(<k>) le <upper>)"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
```

```
  <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

ruleAttributeScope(scope)
 ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
  <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();<\n>
<endif>
>>

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.name>_return
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "undef".
*/
initValue(typeName) ::= <<
<if(typeName)>
```

```
<perlTypeInitMap.(typeName)>
<else>
undef
<endif>
>>

/**
 Define a rule label including default value */
ruleLabelDef(label) ::= <<
my $<label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{
  package <returnType()>;
  use ANTLR::Runtime::Class;

  extends 'ANTLR::Runtime::<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope';

  <scope.attributes:{public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{$<it.name>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "$<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "$<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name>
<endif>
<endif>
>>
```

```
scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>;
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>;
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
$<scope>.<attr.name>
<else>
$<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr)
 ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
$<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
$<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "$<label>"
```

```
/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "$<scope>->get_text()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr)
 ::= "<scope>.getTokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "((<labelType>)<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "((<labelType>)<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
 input.getTreeAdaptor().getTokenStopIndex(<scope>.start))
<else>
substr($self->input, $<scope>->start, $<scope>->stop)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "$<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr)
 ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
```

```
input.getTokenStream().toString(
 input.getTreeAdaptor().getTokenStartIndex(retval.start),
 input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "$_type"
lexerRulePropertyRef_line(scope,attr) ::= "tokenStartLine"
lexerRulePropertyRef_pos(scope,attr)
 ::= "tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "$_channel"
lexerRulePropertyRef_start(scope,attr) ::= "tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_self(scope,attr) ::= "$self"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"


/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
 <action>
}
<else>
if ( backtracking==0 ) {
 <action>
}
<endif>
<else>
<action>
<endif>
>>

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
Readonly my $<name> => ANTLR::Runtime::BitSet->new({ words64 => [ <words64:{'<it>'};separator=",
```

">] });<\n>
>>

codeFileExtension() ::= ".pm"

true() ::= "1"
false() ::= "0"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Perl5/Perl5.stg
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*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)

```
*    child, root
*    token, set, rule, wildcard
*
*  Each combination has its own template except that label/no label
*  is
 combined into tokenRef, ruleRef, ...
*/
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_First[0] := nil;
_Last := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_First, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (State.Backtracking = 0) then
begin<endif>
<if(rewriteMode)>
RetVal.Tree := _First[0] as I<ASTLabelType>;
if (Adaptor.GetParent(RetVal.Tree) \<\> nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then
 RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>;
<endif>
<if(backtracking)>end;<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children,
 nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
begin
 _Save_Last[<treeLevel>] := _Last;
 _First[<treeLevel>] := nil;
<if(!rewriteMode)>
 Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;<\n>
```

```
<endif>
 <root:element()>
<if(rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(root.el.rule)>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree;
<else>
 if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>;
<endif>
<endif>
 <actionsAfterRoot:element()>
<if(nullableChildList)>
 if (Input.LA(1) = TToken.DOWN) then
 begin
   Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
   <children:element()>
   Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
 end;
<else>
 Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
 <children:element()>
 Match(Input,
 TToken.UP, nil); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
 Adaptor.AddChild(Root[<enclosingTreeLevel>], Root[<treeLevel>]);
<endif>
 _Last := _Save_Last[<treeLevel>];
end;<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
```

```
begin<\n>
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>
end;
<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (State.Backtracking
 = 0) then <endif>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
 <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
 Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
```

```
<listLabel(elem=label,...)>
>>

//
 SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_Llast := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking
 = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>end;<endif>
<endif>
}
)>
```

```
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last
 := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
```

```
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

/**
 ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg
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*/

```
@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>
>>

@genericParser.members() ::= <<
<@super.members()>
 <parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected TreeAdaptor adaptor = new CommonTreeAdaptor();

public void setTreeAdaptor(TreeAdaptor adaptor) {
 this.adaptor
 = adaptor;
 <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
}
public TreeAdaptor getTreeAdaptor() {
```

```
 return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
@Override
public <ASTLabelType> getTree() { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
 ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<if(ruleDescriptor.supportsLabelOptimization)>
<ruleDescriptor.allTokenRefsInRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");};
 separator="\n">
<ruleDescriptor.allRuleRefsInRewrites
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
<else>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
<endif>
<endif>
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites.  This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
```

```
<if(outerAlt)>
<if(!rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// T r a c k i n
 g  R u l e  E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
*  to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label, ...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,
 ...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.getTree()})>
```

```
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

// R e w r i t e

rewriteCode(
 alts, description,
 referencedElementsDeep, // ALL referenced elements
 to right of ->
 referencedTokenLabels,
 referencedTokenListLabels,
 referencedRuleLabels,
 referencedRuleListLabels,
 referencedWildcardLabels,
 referencedWildcardListLabels,
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
input.replaceChildren(adaptor.getParent(retval.start),
```

```
  adaptor.getChildIndex(retval.start),
      adaptor.getChildIndex(_last),
      retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
 separator="\n"
>
<referencedTokenListLabels
 :{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
 separator="\n"
>
<referencedWildcardLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
 separator="\n"
>
<referencedWildcardListLabels
 :{it
 | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>);};
 separator="\n"
>
<referencedRuleLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.getTree():null);};
 separator="\n"
>
<referencedRuleListLabels
 :{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>);};
 separator="\n"
>
```

```
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 *  list rather shallow like other blocks.
 */
rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep,
 // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::=
<<
if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
 throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
 <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
```

```
// <a.description>
<if(a.pred)>
if (<a.pred>) {
 <a.alt>
}<\n>
<else>
{
 <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites:
 "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>
```

```
/**
 Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(token,args,terminalOptions)>);
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createImaginaryNode(token,args,terminalOptions)>,
root_<treeLevel>);
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;
>>

/**
 What is the name of the previous value of this rule's root tree?  This
*  let's us refer to $rule to mean previous value.  I am reusing the
*  variable 'tree' sitting in retval struct to hold the value of root_0 right
*  before I set it during rewrites.  The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);
>>
```

```
rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<action>, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule
 */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>


createImaginaryNode(tokenType,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={})
 ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
```

stream_<token>.nextNode()
<endif>
<endif>
%>

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* /antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/language/Expr.java
*
/antlr-complete-3-5-2-sources-jar/org/antlr/stringtemplate/NoIndentWriter.java
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*
 /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/DelphiTarget.java
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* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/NonLLStarDecisionException.java
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* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarDanglingStateMessage.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/misc/BitSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/LL1DFA.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/Perl5Target.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/NonRegularDecisionMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/AttributeScope.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarSerializerFoo.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/misc/IntArrayList.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/JavaTarget.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/Target.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/Python3Target.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/NFA.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/Transition.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/DFA.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/DOTGenerator.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/misc/Interval.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/ErrorManager.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/Attribute.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/JavaScriptTarget.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/misc/IntervalSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/LeftRecursionCyclesMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/Rule.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/RecursionOverflowMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarSanity.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/CompositeGrammarTree.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarSpelunker.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/PythonTarget.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/NFAState.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/CSharp2Target.java
*
 /antlr-complete-3-5-2-sources-jar/org/antlr/misc/MutableInteger.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/LookaheadSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarReport2.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/AnalysisTimeoutException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarAST.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/NFAConversionThread.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/NFAConfiguration.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/PredicateLabel.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarUnreachableAltsMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/State.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/RuleLabelScope.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/Message.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/NFAFactory.java
*

/antlr-complete-3-5-2-sources-jar/org/antlr/analysis/DFAOptimizer.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarNonDeterminismMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/misc/OrderedHashSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/misc/IntSet.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/CppTarget.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/RandomPhrase.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/CTarget.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarAnalysisAbortedMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/GrammarSemanticsMessage.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/analysis/AnalysisRecursionOverflowException.java
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/ANTLRErrorListener.java
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.

```
*/

parserMembers() ::= <<
 // Implement this function in your helper file to use a custom tree adaptor
 partial void InitializeTreeAdaptor();
 protected
 DebugTreeAdaptor adaptor;

 public ITreeAdaptor TreeAdaptor
 {
  get
  {
   return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
   this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
   this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
   <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
 }<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
 proxy.Handshake();
}
catch ( IOException ioe )
{
 ReportError( ioe );
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
```

```
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor
 adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef() ::= ": base( input, dbg )"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)><! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/ASTDbg.stg
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```

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*/
/** ANTLR's code generator.
*
*  Generate recognizers derived from grammars.  Language independence
*  achieved through the use of STGroup objects.  All output
*  strings are completely encapsulated in the group files such as Java.stg.
*  Some computations are done that are unused by a particular language.
*  This generator just computes and sets the values into the templates;
*  the templates are free
 to use or not use the information.
*
*  To make a new code generation target, define X.stg for language X
*  by copying from existing Y.stg most closely releated to your language;
*  e.g., to do CSharp.stg copy Java.stg.  The template group file has a
*  bunch of templates that are needed by the code generator.  You can add
*  a new target w/o even recompiling ANTLR itself.  The language=X option
*  in a grammar file dictates which templates get loaded/used.
*
*  Some language like C need both parser files and header files.  Java needs
*  to have a separate file for the cyclic DFA as ANTLR generates bytecodes
*  directly (which cannot be in the generated parser Java file).  To facilitate
*  this,
*
* cyclic can be in same file, but header, output must be searpate.  recognizer
*  is in outptufile.
*/

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/CodeGenerator.java
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

```
@outputFile.imports() ::= <<
<@super.imports()>
import stringtemplate3
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnInit() ::= <<
self.st = None
>>

@returnScope.ruleReturnMembers() ::= <<
def getTemplate(self):
  return self.st

def toString(self):
  if self.st is not None:
      return
 self.st.toString()
  return None
__str__ = toString

>>

@genericParser.init() ::= <<
<@super.init()>
self.templateLib = stringtemplate3.StringTemplateGroup(
  '<name>Templates', lexer='angle-bracket'
  )

>>
```

```
@genericParser.members() ::= <<
<@super.members()>
def setTemplateLib(self, templateLib):
  self.templateLib = templateLib

def getTemplateLib(self):
  return self.templateLib

>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.st})>
>>

rewriteTemplate(alts) ::= <<
# TEMPLATE REWRITE
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
  <first(alts):rewriteTemplateAltFirst()>
  <rest(alts):{it | el<rewriteTemplateAlt(it)>}>
  <if(rewriteMode)><replaceTextInLine()><endif>

<else>
<first(alts):rewriteTemplateAltFirst()>
<rest(alts):{it | el<rewriteTemplateAlt(it)>}>
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine()
 ::= <<
<if(TREE_PARSER)>
self.input.getTokenStream().replace(
  self.input.getTreeAdaptor().getTokenStartIndex(retval.start),
  self.input.getTreeAdaptor().getTokenStopIndex(retval.start),
  retval.st
  )
<else>
self.input.replace(
  retval.start.getTokenIndex(),
  self.input.LT(-1).getTokenIndex(),
  retval.st
  )
<endif>
>>
```

```
rewriteTemplateAltFirst(alt) ::= <<
<if(alt.pred)>
if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>
# <alt.description>
retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteTemplateAlt(alt) ::= <<
<if(alt.pred)>if <alt.pred>:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<else>se:
  # <alt.description>
  retval.st = <alt.alt>
<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
None
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's
 template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
self.templateLib.getInstanceOf("<name>"<if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
self.templateLib.getInstanceOf(<expr><if(args)>, attributes={<args:{a | "<a.name>": <a.value>}; separator=",
">}<endif>)
%>
```

```
/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
stringtemplate3.StringTemplate("<template>", group=self.templateLib<if(args)>, attributes={<args:{a |
"<a.name>": <a.value>}; separator=", ">}<endif>)
%>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>)["<attrName>"]
 = <expr>
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
stringtemplate3.StringTemplate(<stringExpr>, group=self.templateLib)
>>
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/ST.stg
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```
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*/

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/ObjCTarget.java
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*/
package org.antlr.stringtemplate.language;
import org.antlr.stringtemplate.*;
import java.util.*;
}

/** Match an ST group interface. Just a list of template names with args.
* Here is a sample interface file:

```
*
* interface nfa;
* nfa(states,edges);
* optional state(name);
*/
class InterfaceParser extends Parser;

options {
  k=3;
}

{
protected StringTemplateGroupInterface groupI;

public void reportError(RecognitionException e) {
 if ( groupI!=null ) {
    groupI.error("template
 group interface parse error", e);
 }
 else {
    System.err.println("template group interface parse error: "+e);
    e.printStackTrace(System.err);
 }
}
}

groupInterface[StringTemplateGroupInterface groupI]
{this.groupI = groupI;}
 : "interface" name:ID {groupI.setName(name.getText());} SEMI
    ( template[groupI] )+
  ;

template[StringTemplateGroupInterface groupI]
{
  LinkedHashMap formalArgs = new LinkedHashMap(); // leave blank if no args
  String templateName=null;
}
 : (opt:"optional")? name:ID LPAREN (formalArgs=args)? RPAREN SEMI
    {
      templateName = name.getText();
      groupI.defineTemplate(templateName, formalArgs, opt!=null);
      }
 ;

args returns [LinkedHashMap args=new LinkedHashMap()]
  : a:ID {args.put(a.getText(), new FormalArgument(a.getText()));}
      ( COMMA b:ID {args.put(b.getText(), new FormalArgument(b.getText()));} )*
 ;
```

```
class InterfaceLexer extends Lexer;

options {
 k=2;
 charVocabulary = '\u0000'..'\uFFFE';
}

ID : ('a'..'z'|'A'..'Z'|'_')
 ('a'..'z'|'A'..'Z'|'0'..'9'|'-'|'_')*
 ;

LPAREN: '(' ;
RPAREN: ')' ;
COMMA:  ',' ;
SEMI:   ';' ;
COLON:  ':' ;

// Single-line comments
SL_COMMENT
  :   "//"
      (~('\n'|'\r'))* (('\r')? '\n')?
      {$setType(Token.SKIP); newline();}
  ;

// multiple-line comments
ML_COMMENT
  :   "/*"
      (
          options {
              greedy=false;
          }
      :   ('\r')? '\n'    {newline();}
      |   .
      )*
      "*/"
      {$setType(Token.SKIP);}
  ;

// Whitespace -- ignored
WS  :   (   ' '
      |   '\t'
      |   '\f'
      |   ('\r')? '\n' { newline(); }
      )+
      { $setType(Token.SKIP); }
  ;
```

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*/

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
         backtracking, synpreds, memoize, numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,

```
        scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

# token names
tokenNamesMap = {
  0: "\<invalid>", 1: "\<EOR>", 2: "\<DOWN>", 3: "\<UP>",
  <tokens:{it | <it.type>: "<it.name>"}; wrap, separator=", ">
}
Token.registerTokenNamesMap(tokenNamesMap)

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
  from antlr3.main import LexerMain
  main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
   from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
```

```
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

   grammarFileName = "<fileName>"
  api_version = <apiVersion()>

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input=None, state=None):
      if state is None:
          state = RecognizerSharedState()
      super().__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <grammar.delegators:
```

```
        {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
       <last(grammar.delegators):
        {g|self.gParent = <g:delegateName()>}; separator="\n">
       self.delegates = [<grammar.delegates:
 {g|self.<g:delegateName()>}; separator = ", ">]

       <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

       <actions.lexer.init>


   <actions.lexer.members>


<if(filterMode)>
   <filteringNextToken()>
<endif>
   <rules; separator="\n\n">

   <synpreds:{p | <lexerSynpred(p)>}>

   <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
   while True:
       if self.input.LA(1) == EOF:
           return self.makeEOFToken()

       self._state.token = None
       self._state.channel = DEFAULT_CHANNEL
       self._state.tokenStartCharIndex
 = self.input.index()
       self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
       self._state.tokenStartLine = self.input.line
       self._state._text = None
       try:
           m = self.input.mark()
           try:
```

```
            # means we won't throw slow exception
            self._state.backtracking = 1
            try:
                self.mTokens()
            finally:
                self._state.backtracking = 0

        except BacktrackingFailed:
            # mTokens backtracks with synpred at backtracking==2
            # and we set the synpredgate to allow actions at level 1.
            self.input.rewind(m)
            self.input.consume() # advance one char and try again

        else:
            self.emit()
            return self._state.token

    except RecognitionException as re:
        # shouldn't happen in backtracking mode, but...

    self.reportError(re)
        self.recover(re)


def memoize(self, input, ruleIndex, ruleStartIndex, success):
  if self._state.backtracking > 1:
     # is Lexer always superclass?
     super().memoize(input, ruleIndex, ruleStartIndex, success)


def alreadyParsedRule(self, input, ruleIndex):
  if self._state.backtracking > 1:
     return super().alreadyParsedRule(input, ruleIndex)
  return False


>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
          bitsets, inputStreamType, superClass, labelType, members,
          rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
# token names
```

```
tokenNames = [
  "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
  <tokenNames; wrap, separator=", ">
]

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<if(grammar.directDelegates)>
#
 path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  grammarFileName = "<fileName>"
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
      if state is None:
          state = RecognizerSharedState()

      <@args()>
      super().__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">


  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
      <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

      <init>

      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
```

```
    <grammar.directDelegates:
     {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
    <grammar.directDelegates:
     {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
    <last(grammar.delegators):
     {g|self.gParent = self.<g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <@init><@end>


  <@members><@end>

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported
 rules so they
     appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{it |
<it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)


>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser", labelType="Token",
    members={<actions.parser.members>},
    init={<actions.parser.init>}
     ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
```

```
            bitsets, "TokenStream", superClass,
            labelType, members, "Token",
            false, init, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
        init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
            bitsets, "TreeNodeStream", superClass,
            labelType, members, "Node",
            filterMode, init, ASTLabelType)>
>>

/** A simpler version
 of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try:
      <block>

  finally:
      self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"


>>
```

```
synpred(name) ::= <<
def <name>(self):
  self._state.backtracking += 1
  <@start()>
  start = self.input.mark()
  try:
      self.<name>_fragment()
  except BacktrackingFailed:
     success = False
  else:
     success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success


>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>
```

```
#
 $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
   <actions.(actionScope).rulecatch>
<else>
  except RecognitionException as re:
    self.reportError(re)
```

```
      self.recover(self.input, re)
      <@setErrorReturnValue()>

<endif>
<else>
  finally:
      pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action) ::= <<
except <e.decl>:
  <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope())};
 separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
```

```
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
 ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{it
 | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = self.input.LT(-1)<\n>
<endif>
<endif>
```

```
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
  self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def
 m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      _type = <ruleName>
      _channel = DEFAULT_CHANNEL

      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      self._state.type = _type
      self._state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
```

```
<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
    self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
     <ruleScopeCleanUp()>
    <memoize()>
    pass

# $ANTLR end "<ruleName>"


>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>

blockBody() ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>
```

```
/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> =
 <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
   <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
```

```
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
     if cnt<decisionNumber> >= 1:
        break #loop<decisionNumber>

     <ruleBacktrackFailure()>
     eee = EarlyExitException(<decisionNumber>, self.input)
     <@earlyExitException()>
     raise eee

  cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
      break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
```

```
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt, treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel,
 treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
```

```
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests
 and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
```

```
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex>
 = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny()
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
```

```
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly
 with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args;
 separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>
```

```
/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex>
 = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "<recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)   ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
    self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>
```

```
/** Every predicate is used as a validating predicate (even when it is
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
  <ruleBacktrackFailure()>
  raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>
>>

/**
 Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
```

```
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
  <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where I miss a switch statement
 in Python. ATM this
 is implemented as a list of if .. elif ..
 This may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>
```

```
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if LA<decisionNumber>
 in {<labels; separator=", ">}:
  <targetState>
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  "<dfa.javaCompressedEOT; wrap="\"\n
  \"">"
  )

DFA<dfa.decisionNumber>_eof = DFA.unpack(
```

```
  "<dfa.javaCompressedEOF; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  "<dfa.javaCompressedMin; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  "<dfa.javaCompressedMax; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  "<dfa.javaCompressedAccept; wrap="\"\n    \"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
  "<dfa.javaCompressedSpecial; wrap="\"\n    \"">"
  )


DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack("<s; wrap="\"\n\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
      # convince pylint that my self_ magic is ok ;)
      # pylint: disable-msg=E0213

      # pretend we are
 a member of the recognizer
      # thus semantic predicates can be evaluated
      self = self_.recognizer

      _s = s

      <dfa.specialStateSTs:{state | if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
      if self._state.backtracking > 0:
```

```
        raise BacktrackingFailed

<endif>
    nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
    self_.error(nvae)
    raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
  transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
  s = <targetStateNumber><\n>
>>
```

```
/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to
 the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
   s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>)
 \<= <upper>)"

lookaheadSetTest(values,k,valuesAsInt) ::= <%
LA<decisionNumber>_<stateNumber> in {<values; separator=", ">}
%>

isolatedLookaheadSetTest(values,k,valuesAsInt) ::= <%
self.input.LA(<k>) in {<values; separator=", ">}
%>

lookaheadVarName(k) ::= "LA<decisionNumber>_<stateNumber>"
isolatedLookaheadVarName(k) ::= "self.input.LA(<k>)"
```

```
setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
    <scope.attributes:{it | self.<it.decl>
 = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>
```

```
/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
      super().__init__()

      <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
      <@ruleReturnInit()>


  <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope)
 ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/* not applying patch because of bug in action parser!
```

```
<if(negIndex)>
((len(self.<scope>_stack) - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not
 to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
```

```
%>

returnSetAttributeRef(ruleDescriptor,attr,expr)
 ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr)
 ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)] or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"
```

```
lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr)
 ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr)
 ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<else>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<endif>
```

<else>
#action start
<action>
#action
 end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python3/Python3.stg
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No license file was found, but licenses were detected in source scan.

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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** Templates for building ASTs during tree parsing.
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
*   no label, label, list label (label/no-label handled together)
*   child, root
*   token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>

```
>>

/** What to emit when there is no rewrite rule.  For auto build
*  mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
  retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if
 _first_<enclosingTreeLevel> is None:
  _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
  _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
  self.match(self.input, DOWN, None)
  <children:element()>
  self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
```

```
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
*  setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={})
 ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>
```

```
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel>
 = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
   _first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
```

```
<else>
<label>_tree
 = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>
self._adaptor.addChild(root_<treeLevel>,
 <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
  _first_<treeLevel> = <label>.tree<\n>
```

```
<endif>
})>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/**
 x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
*  change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

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 in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python3/ASTTreeParser.stg
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*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@returnScopeInterface.memVars() ::= <<
<@super.memVars()>
/* ST returnInterface.memVars */
ST *st;
>>

@returnScopeInterface.properties() ::= <<
<@super.properties()>
/* ST returnScope.properties */
@property (retain, getter=getST, setter=setST:) ST *st;
>>

@returnScopeInterface.methodsDecl() ::= <<
<@super.methodsDecl()>
/*
 ST AST returnScopeInterface.methodsDecl */
- (id) getTemplate;
- (NSString *) toString;
- (NSString *) description;
>>

@returnScopeInterface() ::= <<
/* ST returnScopeInterface */
@interface <returnScopeInterface.name> : ReturnScope {
<returnScopeInterface.memVars()>
}
<returnScopeInterface.properties()>

<returnScopeInterface.methods()>
@end
>>

@returnScopeImplementation.synthesize() ::= <<
<@super.synthesize()>
/* ST returnScope.synthesize */
```

```
@synthesize st;
>>

@returnScopeImplementation.methods() ::= <<
<@super.methods()>
/* ST returnScope.methods */
- (id) getTemplate { return st; }
- (NSString *) toString { return st==nil?nil:[st toString]; }
- (NSString *) description { [self toString]; }
>>

@returnScopeImplementation() ::= <<
@implementation <returnScopeImplementation.name>
<returnScopeImplementation.synthesize()>

<returnScopeImplementation.methods()>
@end
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers()
 ::= <<
<@super.ruleReturnMembers()>
/* ST returnScope.ruleReturnMembers -- empty */
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty now */
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties() ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
>>

@genericParser.synthesize() ::= <<
```

```
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
  return templateLib;
}

- (void) setTemplateLib:(STGroup
 *)aTemplateLib
{
  templateLib = aTemplateLib;
}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup *templateLib = [STGroup  newSTGroup:@"<name>Templates"];

- (STGroup *) getTemplateLib
{
 return templateLib;
}

- (void) setTemplateLib:(STGroup *) templateLib
{
 this.templateLib = templateLib;
}

/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
/* REPLACE THIS STATIC CLASS
static class STAttrMap extends HashMap {
- (STAttrMap *) setObject:(id)aValue forKey:(NS*)String attrName
{
  [super setObject:value forKey:attrName];
  return self;
}
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName
{
```

```
  [super setObject:[NSNumber numberWithInteger:value] forKey:attrName];
  return self;
 }
}
*/
>>

@STAttrMap() ::= <<
/* -------- ST start STAttrMap ------------ */
<@STAttrMap.interface()>
<@STAttrMap.implementation()>
/* -------- ST end
 STAttrMap ------------ */
>>

@STAttrMap.interface() ::= <<
/* -------- ST start STAttrMap.interface ------------ */
@interface STAttrMap : HashMap {
/*    <@STAttrMap.memVars()> */
  STGroup *templateLib;
}

/*    <@STAttrMap.properties()> */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* <@STAttrMap.methodsDecl()> */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
@end
/* -------- ST end STAttrMap.interface ------------ */
>>

@STAttrMap.implementation() ::= <<
/* -------- ST start STAttrMap.implementation ------------ */
/** allows convenient multi-value initialization:
*  "new STAttrMap().put(...).put(...)"
*/
@implementation STAttrMap
@synthesize templateLib;

<@STAttrMap.methods()>
@end
/* -------- ST end STAttrMap.implementation
 ------------ */
>>
```

```
@STAttrMap.memVars() ::= <<
/* -------- ST start STAttrMap.memVars ------------ */
  STGroup *templateLib;
/* -------- ST end STAttrMap.memVars ------------ */
>>

@STAttrMap.properties() ::= <<
/* -------- ST start STAttrMap.properties ------------ */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* -------- ST end STAttrMap.properties ------------ */
>>

@STAttrMap.methodsDecl() ::= <<
/* -------- ST start STAttrMap.methodsDecl ------------ */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
/* -------- ST end STAttrMap.methodsDecl ------------ */
>>

@STAttrMap.methods() ::= <<
/* -------- ST start STAttrMap.methods ------------ */
- (id) init
{
  self = [super initWithLen:16];
  if ( self
 != nil ) {
      templateLib = [STGroup newSTGroup:"<name>Templates"];
  }
  return self;
}

- (STAttrMap *) setObject:(id)aValue forKey:(NSString *)aAttrName
{
  [super setObject:aValue forKey:aAttrName];
  return self;
}

- (STAttrMap *) setObjectWithInt:(NSInteger)aValue forKey:(NSString *)aAttrName
{
  [super setObject:[NSNumber numberWithInteger:aValue] forKey:aAttrName];
  return self;
}
- (void) setTemplateLib:(STGroup *)aTemplateLib
{
  templateLib = aTemplateLib;
```

```
}

- (STGroup *)getTemplateLib
{
  return templateLib;
}
/* -------- ST end STAttrMap.methods ------------ */
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ST ruleRefAndListLable */
<ruleRef(...)>
<listLabel(elem=[label getTemplate,...]>
>>

rewriteTemplate(alts) ::= <<
/* -------- ST start rewriteTemplate ------------ */
// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate>
 ) {
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
/* -------- ST end rewriteTemplate ------------ */
>>

replaceTextInLine() ::= <<
/* -------- ST start replaceTextInLine ------------ */
<if(TREE_PARSER)>
[[(TokenRewriteStream *)input getTokenStream]
  replaceFromIndex:[[input getTreeAdaptor] getTokenStartIndex:retval.start]
          ToIndex:[[input getTreeAdaptor] getTokenStopIndex:retval.start]
            Text:retval.st];
<else>
[(TokenRewriteStream *)input)
     replaceFromIndex:[((CommonToken *)retval.start) getTokenIndex]
              ToIndex:[[input LT:-1] getTokenIndex]
                Text:retval.st];
<endif>
/* -------- ST end replaceTextInLine ------------ */
>>
```

```
rewriteTemplateAlt() ::= <<
/* -------- ST start rewriteTemplateAlt ------------ */
/* ST <it.description>
 */
<if(it.pred)>
if (<it.pred>) {
  retval.st = <it.alt>;
}<\n>
<else>
{
  retval.st = <it.alt>;
}<\n>
<endif>
/* -------- ST end rewriteTemplateAlt ------------ */
>>

rewriteEmptyTemplate(alts) ::= <<
nil;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <<
/* -------- ST start rewriteExternalTemplate ------------ */
[templateLib getInstanceOf:@"<name>"
<if(args)>[[STAttrMap newSTAttrMap] <args:{a | setObject:<a.value> forKey:@"<a.name>"]}><endif>]
/* -------- ST end rewriteExternalTemplate ------------ */
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
/* -------- ST start rewriteIndirectTemplate ------------ */
[templateLib
 getInstanceOf:<expr>
<if(args)> [[STAttrMap newSTAttrMap]<args:{a | setObject:<a.value> forKey:@"<a.name>"]}>]
<else>]<endif>
/* -------- ST end rewriteIndirectTemplate ------------ */
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
/* -------- ST start rewriteInlineTemplate ------------ */
STGroup *templateLib;
templateLib.templates = [STAttrMap newSTAttrMap];
```

```
<if(args)> [templateLib.templates <args:{a | setObject:<a.value> forKey:@"<a.name>"];}><endif>
[ST newST:templateLib template:@"<template>"];
/* -------- ST end rewriteInlineTemplate ------------ */
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
/* -------- ST start rewriteAction ------------ */
<action>
/* -------- ST end rewriteAction ------------ */
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
/* -------- ST start actionSetAttribute ------------
 */
[[ST attributes] setObject:<expr> forKey:@"<attrName>"];
<![<st> setAttribute:<expr> name:@"<attrName>"];!>
/* -------- ST end actionSetAttribute ------------ */
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
/* -------- ST start actionStringConstructor ------------ */
[ST newSTWithTemplate:<stringExpr>]
/* -------- ST end actionStringConstructor ------------ */
>>
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/ST.stg
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*/

```
/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/

finishedBacktracking(block) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>
if
 <actions.(actionScope).synpredgate>:
   <block>
<else>
<block>
<endif>
<endif>
>>

@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
```

```
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={})
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list
 label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.
```

```
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>)})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={<finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>}, ...)>
>>

// RULE REF AST

/** rule when output=AST
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0, <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
```

```
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={})
 ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>
```

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*/
/** Template overrides to add debugging to normal C output;
* If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/
@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
const char *
ruleNames[] =
 {
  "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
 };<\n>
<endif>
<if(grammar.grammarIsRoot)> <! grammar

```
 imports other grammar(s) !>
static ANTLR3_UINT32 ruleLevel = 0;
static ANTLR3_UINT32 getRuleLevel()
{
 return ruleLevel;
}
static void incRuleLevel()
{
 ruleLevel++;
}
static void decRuleLevel()
{
 ruleLevel--;
}
<else> <! imported grammar !>
static ANTLR3_UINT32
getRuleLevel()
{
 return <grammar.delegators:{g| <g:delegateName()>}>->getRuleLevel();
}
static void incRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>->incRuleLevel();
}
static void
decRuleLevel()
{
 <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel();
}
<endif>
<if(profile)>
// Profiling not yet implemented for C target
//
<endif>
<if(grammar.grammarIsRoot)>
<ctorForPredefinedListener()>
<else>
<ctorForDelegateGrammar()>
<endif>

static ANTLR3_BOOLEAN
evalPredicate(p<name> ctx, ANTLR3_BOOLEAN result, const char * predicate)
{
  DBG->semanticPredicate(DBG, result, predicate);
  return result;
}<\n>
>>
```

```
@genericParser.debugStuff() ::= <<
<if(grammar.grammarIsRoot)>
<createListenerAndHandshake()>
<endif>
>>

ctorForProfilingRootGrammar()
 ::= <<
>>

/** Basically we don't want to set any dbg listeners as root will have it. */
ctorForDelegateGrammar() ::= <<

>>

ctorForPredefinedListener() ::= <<

>>

createListenerAndHandshake() ::= <<
{
 // DEBUG MODE code
 //
 pANTLR3_DEBUG_EVENT_LISTENER  proxy;
 proxy = antlr3DebugListenerNew();
 proxy->grammarFileName = INPUT->tokenSource->strFactory->newStr8(INPUT->tokenSource->strFactory,
(pANTLR3_UINT8)ctx->getGrammarFileName());

<if(TREE_PARSER)>
 proxy->adaptor = ADAPTOR;
<endif>
 PARSER->setDebugListener(PARSER, proxy);

 // Try to connect to the debugger (waits forever for a connection)
 //
 proxy->handshake(proxy);

 // End DEBUG MODE code
 //
}
>>


@rule.preamble() ::= <<
if ( getRuleLevel()==0 )
{
 DBG->commence(DBG);
}
```

```
DBG->enterRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
incRuleLevel();
DBG->location(DBG, <ruleDescriptor.tree.line>,
 <ruleDescriptor.tree.column>);<\n>
>>

@rule.postamble() ::= <<
DBG->location(DBG, <ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);<\n>
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
if ( getRuleLevel()==0 )
{
 DBG->terminate(DBG);
}
<\n>
>>

@checkRuleBacktrackFailure.debugClean() ::= <<
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
>>

@synpred.start() ::= "DBG->beginBacktrack(DBG, BACKTRACKING);"

@synpred.stop() ::= "DBG->endBacktrack(DBG, BACKTRACKING, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::=
  "DBG->enterSubRule(DBG, <decisionNumber>);<\n>"

exitSubRule() ::=
  "DBG->exitSubRule(DBG, <decisionNumber>);<\n>"

enterDecision() ::=
  "DBG->enterDecision(DBG, <decisionNumber>);<\n>"

exitDecision() ::=
  "DBG->exitDecision(DBG, <decisionNumber>);<\n>"

enterAlt(n) ::= "DBG->enterAlt(DBG,
 <n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"

@block.postdecision() ::= "<exitDecision()>"
```

```
@block.postbranch() ::= "<exitSubRule()>"

@ruleBlock.predecision() ::= "<enterDecision()>"

@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

@positiveClosureBlock.postloop() ::= "<exitSubRule()>"

@positiveClosureBlock.predecision() ::= "<enterDecision()>"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException() ::=
  "DBG->recognitionException(DBG, EXCEPTION);<\n>"

@closureBlock.preloop() ::= "<enterSubRule()>"

@closureBlock.postloop() ::= "<exitSubRule()>"

@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision()
 ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"

@element.prematch() ::=
  "DBG->location(DBG, <e.line>, <e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
  "DBG->recognitionException(DBG, EXCEPTION);"

@newNVException.noViableAltException() ::= "DBG->recognitionException(DBG, EXCEPTION);"

dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
if  (HASEXCEPTION())
{
 DBG->recognitionException(DBG, EXCEPTION);
  goto rule<ruleDescriptor.name>Ex;
```

```
}
<checkRuleBacktrackFailure()>
>>

@cyclicDFA.errorMethod() ::= <<
//static void
//dfaError(p<name> ctx)
//{
//    DBG->recognitionException(DBG, EXCEPTION);
//}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(ctx, <pred>, (const char *)"<description>")
>>
```

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* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/C/Dbg.stg
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```
*/

/** Templates for building ASTs during normal parsing.
*
*  Deal with many combinations.  Dimensions are:
*  Auto build or rewrite
*    no label, label, list label  (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*
*  The situation is not too bad as rewrite (->) usage makes ^ and !
*  invalid. There is no huge explosion of combinations.
*/
@rule.setErrorReturnValue() ::= <<
/* ASTParser
 rule.setErrorReturnValue */
retval.tree = (<ASTLabelType> *)[treeAdaptor errorNode:input From:retval.start To:[input LT:-1] Exception:re];
<! System.out.println("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token, label, elementIndex, terminalOptions) ::= <<
/* ASTParser tokenRef */
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
[treeAdaptor addChild:<label>_tree  toTree:root_0];
<if(backtracking)>}<endif>
>>

/* ID! and output=AST (same as plain tokenRef) */
/* ASTParser tokenRefBang */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0
 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
```

```
/* ASTParser tokenRefBangAndListLabel */
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
/* ASTParser tokenRefRuleRootAndListLabel */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code.  I don't use the region stuff because I
 need to pass
// different chunks depending on the operator.  I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ...  The combinations might require complicated
// rather than just added on code.  Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <%
/* ASTParser matchSet */
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
  [treeAdaptor addChild:<createNodeFromToken(...)> toTree:root_0 ];}, ...)>
%>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTParser matchRuleBlockSet */
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions, postmatchCode) ::= "<super.matchSet(...)>"

// note
```

```
 there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTParser matchSetRuleRoot */
<if(label)>
<label>=(<labelType> *)[input LT:1]; /* matchSetRuleRoot */<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createNodeFromToken(...)> old:root_0];}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRef */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
[treeAdaptor addChild:[<label> getTree] toTree:root_0];
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRoot
 */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:[<label> getTree] old:root_0];
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefAndListLabel */
<ruleRef(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefBangAndListLabel */
<ruleRefBang(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>
```

```
/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcard */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) {<endif>
  [treeAdaptor addChild:[[treeAdaptor create:<label>] retain] toTree:root_0];
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcardRuleRoot */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <label>_tree = [[treeAdaptor create:<label>] retain]
  root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
/* ASTParser createNodeFromToken */
<if(terminalOptions.node)>
[<terminalOptions.node> new<terminalOptions.node>:<label>] <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType> *)[[treeAdaptor create:<label>] retain]
<endif>
>>

// straight from java cleanup ///
ruleCleanUp() ::= <<
/* ASTParser ruleCleanUp */
<super.ruleCleanUp()>
<if(backtracking)>if
 ( <actions.(actionScope).synpredgate> ) {<\n><endif>
  retval.tree = (<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0];
  [treeAdaptor setTokenBoundaries:retval.tree From:retval.start To:retval.stopToken];
<if(backtracking)>}<endif>
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ObjC/ASTParser.stg
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*/

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
	"True":"true",
	"False":"false",
	"true":"true",
	"false":"false",
	default:"false"
]

```
/**
 The overall file structure of a recognizer; stores methods for rules
*  and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
        backtracking, synpreds, memoize, numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,
        scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
from antlr3.compat import set, frozenset
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def
 main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
  from antlr3.main import LexerMain
  main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
  from antlr3.main import ParserMain
  main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)<\n>
```

```
<endif>
<if(TREE_PARSER)>
  from antlr3.main import WalkerMain
  main = WalkerMain(<recognizer.name>)<\n>
<endif>
  main.stdin = stdin
  main.stdout = stdout
  main.stderr = stderr
  main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
  main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

   grammarFileName = "<fileName>"
  api_version = <apiVersion()>

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input=None, state=None):
      if state is None:
          state = RecognizerSharedState()
      super(<grammar.recognizerName>, self).__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
```

```
    <last(grammar.delegators):
   {g|self.gParent = <g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

    <actions.lexer.init>


  <actions.lexer.members>


<if(filterMode)>
  <filteringNextToken()>
<endif>
  <rules; separator="\n\n">

  <synpreds:{p | <lexerSynpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>


>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
*  for matches.  No error can be generated upon error; just rewind, consume
*  a token and then try again.  backtracking needs to be set as well.
*  Make rule memoization happen only at levels above 1 as we start mTokens
*  at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
  while True:
    if self.input.LA(1) == EOF:
      return self.makeEOFToken()

    self._state.token = None
    self._state.channel = DEFAULT_CHANNEL

    self._state.tokenStartCharIndex = self.input.index()
    self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
    self._state.tokenStartLine = self.input.line
    self._state._text = None
    try:
      m = self.input.mark()
      try:
        # means we won't throw slow exception
        self._state.backtracking = 1
```

```
            try:
                self.mTokens()
            finally:
                self._state.backtracking = 0

        except BacktrackingFailed:
            # mTokens backtracks with synpred at backtracking==2
            # and we set the synpredgate to allow actions at level 1.
            self.input.rewind(m)
            self.input.consume() # advance one char and try again

        else:
            self.emit()
            return self._state.token

    except RecognitionException, re:
        # shouldn't happen in backtracking
 mode, but...
        self.reportError(re)
        self.recover(re)


def memoize(self, input, ruleIndex, ruleStartIndex, success):
  if self._state.backtracking > 1:
     # is Lexer always superclass?
     super(<grammar.recognizerName>, self).memoize(input, ruleIndex, ruleStartIndex, success)


def alreadyParsedRule(self, input, ruleIndex):
  if self._state.backtracking > 1:
     return super(<grammar.recognizerName>, self).alreadyParsedRule(input, ruleIndex)
  return False


>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, inputStreamType, superClass, labelType, members,
     rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
<if(grammar.grammarIsRoot)>
# token names
tokenNames = [
```

```
  "\<invalid>", "\<EOR>", "\<DOWN>",
 "\<UP>",
  <tokenNames; wrap, separator=", ">
]<\n>
<else>
from <grammar.composite.rootGrammar.recognizerName> import tokenNames<\n>
<endif>
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
  grammarFileName = "<fileName>"
  api_version = <apiVersion()>
  tokenNames = tokenNames

  def __init__(self<grammar.delegators:{g|, <g:delegateName()>}>, input, state=None, *args, **kwargs):
      if state is None:
          state = RecognizerSharedState()

      <@args()>
      super(<grammar.recognizerName>, self).__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
      self._state.ruleMemo = {}
<endif>
<endif>

      <cyclicDFAs:{dfa
 | <cyclicDFAInit(dfa)>}; separator="\n">

      <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
 <rules:{it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

      <init>

      <grammar.delegators:
       {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
      <grammar.directDelegates:
       {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
      <grammar.directDelegates:
       {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
```

```
      <last(grammar.delegators):
    {g|self.gParent = self.<g:delegateName()>}; separator="\n">
      self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

 <@init><@end>


  <@members><@end>

  <members>

  <rules; separator="\n\n">

   <! generate rule/method definitions for imported rules so they
     appear to be defined in this recognizer. !>
  <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

  <synpreds:{p | <synpred(p)>}>

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{it |
<it>};separator=", ">])<\n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<\ >   <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>)


>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
     ASTLabelType="Object", superClass="Parser", labelType="Token",
     members={<actions.parser.members>},
      init={<actions.parser.init>}
     ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TokenStream", superClass,
           labelType, members, "Token",
           false, init, ASTLabelType)>
>>

/** How to generate a tree parser; same as parser except the input
*  stream is a different type.
```

```
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
        numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
 members={<actions.treeparser.members>},
   init={<actions.treeparser.init>}
        ) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
           bitsets, "TreeNodeStream", superClass,
           labelType, members, "Node",
           filterMode, init, ASTLabelType)>
>>

/**
 A simpler version of a rule template that is specific to the imaginary
*  rules created for syntactic predicates.  As they never have return values
*  nor parameters etc..., just give simplest possible method.  Don't do
*  any of the normal memoization stuff in here either; it's a waste.
*  As predicates cannot be inlined into the invoking rule, they need to
*  be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
  <ruleLabelDefs()>
<if(trace)>
  self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
  try:
     <block>

  finally:
     self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
  <block>
<endif>
# $ANTLR end "<ruleName>"



>>

synpred(name) ::= <<
def <name>(self):
  self._state.backtracking += 1
  <@start()>
```

```
 start = self.input.mark()
  try:
     self.<name>_fragment()
  except BacktrackingFailed:
     success = False
  else:
     success = True
  self.input.rewind(start)
  <@stop()>
  self._state.backtracking -= 1
  return success


>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize)
 ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
```

```
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>
  <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
   <actions.(actionScope).rulecatch>
<else>
  except RecognitionException, re:
    self.reportError(re)
    self.recover(self.input, re)
    <@setErrorReturnValue()>

<endif>
<else>
```

```
  finally:
     pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action) ::= <<
except <e.decl>:
  <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |
 self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
```

```
 ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
   :{it | <it.label.text> = None}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
 ruleDescriptor.wildcardTreeListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
 ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleLabels]

   :{it | <it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
 ruleDescriptor.ruleListLabels]
   :{it | list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = self.input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
```

```
if self._state.backtracking > 0:
  self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize)
 ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
  success = False<\n>
<endif>
<endif>
  try:
<if(nakedBlock)>
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block><\n>
<else>
      _type = <ruleName>
      _channel = DEFAULT_CHANNEL

      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      self._state.type = _type
      self._state.channel = _channel
      <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
      success = True<\n>
<endif>
<endif>
```

```
  finally:
<if(trace)>
      self.traceOut("<ruleName>",
 <ruleDescriptor.index>)<\n>
<endif>
 <ruleScopeCleanUp()>
      <memoize()>
      pass

# $ANTLR end "<ruleName>"


>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>


>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>

blockBody() ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber>
```

```
 = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>

 alt<decisionNumber> = <maxAlt>
   <@predecision()>
   <@decisionBody><decision><@end>
   <@postdecision()>
   <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
   else:
      if cnt<decisionNumber> >= 1:
```

```
        break #loop<decisionNumber>

      <ruleBacktrackFailure()>
      eee = EarlyExitException(<decisionNumber>, self.input)
      <@earlyExitException()>
      raise eee

  cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

closureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i,
 a)>}; separator="\nel">
  else:
     break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
*  so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
*  number.  A DFA predicts the alternative and then a simple switch
*  does the jump to the code that actually matches that alternative.
```

```
*/
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt, treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite.  For auto build
*  mode,
 does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
list_<label>.append(<elem>)<\n>
>>
```

```
/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/**
 For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
  self.input.consume()
  <postmatchCode>
<if(!LEXER)>
  self._state.errorRecovery = False<\n>
<endif>

else:
  <ruleBacktrackFailure()>
  mse = MismatchedSetException(None, self.input)
  <@mismatchedSetException()>
<if(LEXER)>
  self.recover(mse)
  raise mse
<else>
  raise mse
  <! use following code to make it recover inline; remove throw mse;
  self.recoverFromMismatchedSet(
     self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
     )
  !>
<endif>
<\n>
>>
```

```
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex>
 = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(<string>)
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny(self.input)
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>
```

```
/**
 Match a rule reference by invoking it possibly with arguments
*  and a return value or values. The 'rule' argument was the
*  target rule name, but now is type Rule, whose toString is
*  same: the rule name.  Now though you can access full rule
*  descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
">)<\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
*  The 'rule' argument was the target rule name, but now
*  is type Rule, whose toString is same: the rule name.
*  Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
<label>Start<elementIndex>
 = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
```

```
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex>
 = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()                 ::= "<recRuleArg()>"
recRuleArg()                    ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()        ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)    ::= "$<name> = $<src>.<name>"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) ==
 DOWN:
   self.match(self.input, DOWN, None)
   <children:element()>
   self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
```

```
*  also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
  <ruleBacktrackFailure()>
  raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
   raise nvae<\n>
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
*  for the bypass alternative.  It delays error detection but this
*  is faster, smaller, and more what people expect.  For (X)? people
*  expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
*  loop.  If end-of-token (EOT) predicts any of the targets then it
*  should act like a default clause (i.e., no error can be generated).
*  This is used only in the lexer so that for ('a')* on the end of a rule
*  anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
```

```
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression.  If the expression is satisfied,
*  enter to the target state.  To handle gated productions, we may
*  have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
  <targetState>
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated.  The code generator
*  decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
 FIXME: this is one of the few occasion, where
 I miss a switch statement
 in Python. ATM this is implemented as a list of if .. elif ..
 This may be replaced by faster a dictionary lookup, when I find a solution
 for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>
```

```
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels,
 targetState) ::= <<
if <labels:{it | LA<decisionNumber> == <it>}; separator=" or ">:
  <targetState>
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach.  See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot
 = DFA.unpack(
  u"<dfa.javaCompressedEOT; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_eof = DFA.unpack(
  u"<dfa.javaCompressedEOF; wrap="\"\n    u\"">"
```

```
  )

DFA<dfa.decisionNumber>_min = DFA.unpack(
  u"<dfa.javaCompressedMin; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_max = DFA.unpack(
  u"<dfa.javaCompressedMax; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  u"<dfa.javaCompressedAccept; wrap="\"\n    u\"">"
  )

DFA<dfa.decisionNumber>_special = DFA.unpack(
  u"<dfa.javaCompressedSpecial; wrap="\"\n    u\"">"
  )


DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack(u"<s; wrap="\"\nu\"">")}; separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
      # convince pylint that my self_ magic
 is ok ;)
      # pylint: disable-msg=E0213

      # pretend we are a member of the recognizer
      # thus semantic predicates can be evaluated
      self = self_.recognizer

      _s = s

      <dfa.specialStateSTs:{state | if s == <i0>: <! compressed special state numbers 0..n-1 !>
  <state>}; separator="\nel">

<if(backtracking)>
      if self._state.backtracking > 0:
          raise BacktrackingFailed
```

```
<endif>
    nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
    self_.error(nvae)
    raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
   transition = self.DFA<dfa.decisionNumber>_transition
  )<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
*  state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nel">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
  return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
  s = <targetStateNumber><\n>
>>
```

```
/** An edge
 pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
   s = <targetStateNumber><\n>
>>


// D F A  E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere.  Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
 ::= "(<lower> \<= self.input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
   def __init__(self):
      <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
```

```
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
  def __init__(self):
      <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/**
 Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
*  start/stop tokens, tree stuff, attributes, ...  Leave a hole for
*  subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
```

```
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
    super(<grammar.recognizerName>.<ruleDescriptor:returnStructName()>, self).__init__()

    <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
    <@ruleReturnInit()>


  <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::=
 "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/* not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack) - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
```

```
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name>
 = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
*  to stack itself not top of stack.  This is useful for predicates
*  like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label)
```

```
 ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"


// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
    self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
   self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
   )] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)] or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr)
 ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
```

```
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr)
 ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"


/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<else>
if <actions.(actionScope).synpredgate>:
  pass
  <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"


// M I S C (properties, etc...)
```

```
codeFileExtension() ::= ".py"

true_value()
 ::= "True"
false_value() ::= "False"
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/Python.stg
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```
/*
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*
* Conversion to C#:
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/** Template subgroup to add template rewrite output
*  If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
```

```
using Antlr3.ST;
using Antlr3.ST.Language;
>>

@genericParser.members() ::= <<
<@super.members()>
private StringTemplateGroup _templateGroup
 = new StringTemplateGroup("<name>Templates", typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateGroup
{
 get { return _templateGroup; }
 set { _templateGroup = value; }
}
>>

ruleReturnBaseType() ::= <%
Template<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<StringTemplate, <labelType>>
%>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Template},elemType="StringTemplate",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)
{
 <alts:rewriteTemplateAlt(); separator="else ">
 <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
 input.TreeAdaptor.GetTokenStartIndex(retval.Start),
 input.TreeAdaptor.GetTokenStopIndex(retval.Start),
 retval.Template);
<else>
```

```
((TokenRewriteStream)input).Replace(
 retval.Start.TokenIndex,
 input.LT(-1).TokenIndex,
 retval.Template);
<endif>
>>

rewriteTemplateAlt(it)
 ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>)
{
 retval.Template = <it.alt>;
}<\n>
<else>
{
 retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
*  Set the value of the rule's template *after* having set
*  the attributes because the rule's template might be used as
*  an attribute to build a bigger template; you get a self-embedded
*  template.
*/
rewriteExternalTemplate(name,args) ::= <%
TemplateGroup.GetInstanceOf("<name>"<optionalArguments(args)>)
%>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
TemplateGroup.GetInstanceOf(<expr><optionalArguments(args)>)
%>

/**
 Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <%
new StringTemplate(TemplateGroup, "<template>"<optionalArguments(args)>)
%>

optionalArguments(args) ::= <<
```

```
<if(args)>,
 new Dictionary\<string, object>() { <args:optionalArgument(); separator=", "> }
<endif>
>>

optionalArgument(it) ::= <<
{"<it.name>", <it.value>}
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(TemplateGroup,<stringExpr>)
>>
```

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/CSharp3/ST.stg
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* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/serialize.g
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/ActionScript/ASTParser.stg
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python3/AST.stg
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/Dbg.stg
*

/antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Java/ASTParser.stg
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python/AST.stg
* /antlr-complete-3-5-2-sources-jar/org/antlr/codegen/templates/Python3/Dbg.stg
No license file was found, but licenses were detected in source scan.

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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/*
New style messages. This file only contains the messages in English, but no
information about which file, line, or column it occurred in.
The location and message ids are taken out of the formats directory.
        Kay Roepke
*/
group en_US;

// TOOL ERRORS
// file errors
CANNOT_WRITE_FILE(arg,exception,stackTrace) ::= <<
cannot write file <arg>: <exception>
<stackTrace; separator="\n">
>>
CANNOT_CLOSE_FILE(arg,exception,stackTrace)
```

```
 ::= "cannot close file <arg>: <exception>"
CANNOT_FIND_TOKENS_FILE(arg) ::= "cannot find tokens file <arg>"
ERROR_READING_TOKENS_FILE(arg,exception,stackTrace) ::= <<
problem reading token vocabulary file <arg>: <exception>
<stackTrace; separator="\n">
>>
DIR_NOT_FOUND(arg,exception,stackTrace) ::= "directory not found: <arg>"
OUTPUT_DIR_IS_FILE(arg,exception,stackTrace) ::= "output directory is a file: <arg>"
CANNOT_OPEN_FILE(arg,exception,stackTrace) ::= "cannot find or open file: <arg><if(exception)>; reason:
<exception><endif>"
CIRCULAR_DEPENDENCY() ::= "your grammars contain a circular dependency and cannot be sorted into a valid
build order."

INTERNAL_ERROR(arg,arg2,exception,stackTrace) ::= <<
internal error: <arg> <arg2><if(exception)>: <exception><endif>
<stackTrace; separator="\n">
>>
INTERNAL_WARNING(arg) ::= "internal warning: <arg>"
ERROR_CREATING_ARTIFICIAL_RULE(arg,exception,stackTrace) ::= <<
problems creating lexer rule listing all tokens: <exception>
<stackTrace;
 separator="\n">
>>
TOKENS_FILE_SYNTAX_ERROR(arg,arg2) ::=
 "problems parsing token vocabulary file <arg> on line <arg2>"
CANNOT_GEN_DOT_FILE(arg,exception,stackTrace) ::=
 "cannot write DFA DOT file <arg>: <exception>"
BAD_ACTION_AST_STRUCTURE(exception,stackTrace) ::=
 "bad internal tree structure for action '<arg>': <exception>"
BAD_AST_STRUCTURE(arg,exception,stackTrace) ::= <<
bad internal tree structure '<arg>': <exception>
<stackTrace; separator="\n">
>>
FILE_AND_GRAMMAR_NAME_DIFFER(arg,arg2) ::=
 "file <arg2> contains grammar <arg>; names must be identical"
FILENAME_EXTENSION_ERROR(arg) ::=
 "file <arg> must end in a file extension, normally .g"

// code gen errors
MISSING_CODE_GEN_TEMPLATES(arg) ::=
 "cannot find code generation templates <arg>.stg"
MISSING_CYCLIC_DFA_CODE_GEN_TEMPLATES() ::=
 "cannot find code generation cyclic DFA templates for language <arg>"
CODE_GEN_TEMPLATES_INCOMPLETE(arg) ::=
 "at least one code generation template
 missing for language <arg>"
CANNOT_CREATE_TARGET_GENERATOR(arg,exception,stackTrace) ::=
 "cannot create target <arg> code generator: <exception>"
```

```
STRING_TEMPLATE_ERROR(arg,exception,stackTrace) ::=
 "template error: <arg>"
CANNOT_COMPUTE_SAMPLE_INPUT_SEQ() ::=
 "cannot generate a sample input sequence from lookahead DFA"

// grammar interpretation errors
/*
NO_VIABLE_DFA_ALT(arg,arg2) ::=
 "no viable transition from state <arg> on <arg2> while interpreting DFA"
*/

// GRAMMAR ERRORS
SYNTAX_ERROR(arg) ::= "syntax error: <arg>"
RULE_REDEFINITION(arg) ::=
 "rule <arg> redefinition"
LEXER_RULES_NOT_ALLOWED(arg) ::=
 "lexer rule <arg> not allowed in parser"
PARSER_RULES_NOT_ALLOWED(arg) ::=
 "parser rule <arg> not allowed in lexer"
CANNOT_FIND_ATTRIBUTE_NAME_IN_DECL(arg) ::=
 "cannot find an attribute name in attribute declaration"
NO_TOKEN_DEFINITION(arg) ::=
 "no lexer rule corresponding to token: <arg>"
UNDEFINED_RULE_REF(arg) ::=
 "reference to undefined rule:
 <arg>"
LITERAL_NOT_ASSOCIATED_WITH_LEXER_RULE(arg) ::=
 "literal has no associated lexer rule: <arg>"
CANNOT_ALIAS_TOKENS_IN_LEXER(arg) ::=
 "literals are illegal in lexer tokens{} section: <arg>"
ATTRIBUTE_REF_NOT_IN_RULE(arg,arg2) ::=
 "reference to attribute outside of a rule: <arg><if(arg2)>.<arg2><endif>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg,arg2) ::=
 "unknown attribute for <arg>: <arg2>"
UNKNOWN_RULE_ATTRIBUTE(arg,arg2) ::=
 "unknown attribute for rule <arg>: <arg2>"
UNKNOWN_SIMPLE_ATTRIBUTE(arg,args2) ::=
 "attribute is not a token, parameter, or return value: <arg>"
ISOLATED_RULE_SCOPE(arg) ::=
 "missing attribute access on rule scope: <arg>"
INVALID_RULE_PARAMETER_REF(arg,arg2) ::=
 "cannot access rule <arg>'s parameter: <arg2>"
INVALID_RULE_SCOPE_ATTRIBUTE_REF(arg,arg2) ::=
 "cannot access rule <arg>'s dynamically-scoped attribute: <arg2>"
SYMBOL_CONFLICTS_WITH_GLOBAL_SCOPE(arg) ::=
 "symbol <arg> conflicts with global dynamic scope with same name"
WRITE_TO_READONLY_ATTR(arg,arg2,arg3)
```

::=
"cannot write to read only attribute: $<arg><if(arg2)>.<arg2><endif>"
LABEL_CONFLICTS_WITH_RULE(arg) ::=
"label <arg> conflicts with rule with same name"
LABEL_CONFLICTS_WITH_TOKEN(arg) ::=
"label <arg> conflicts with token with same name"
LABEL_CONFLICTS_WITH_RULE_SCOPE_ATTRIBUTE(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s dynamically-scoped attribute with same name"
LABEL_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"label <arg> conflicts with rule <arg2>'s return value or parameter with same name"
ATTRIBUTE_CONFLICTS_WITH_RULE(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with the rule name"
ATTRIBUTE_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
"rule <arg2>'s dynamically-scoped attribute <arg> conflicts with<arg2>'s return value or parameter with same name"
LABEL_TYPE_CONFLICT(arg,arg2) ::=
"label <arg> type mismatch with previous definition: <arg2>"
ARG_RETVAL_CONFLICT(arg,arg2) ::=
"rule
<arg2>'s argument <arg> conflicts a return value with same name"
NONUNIQUE_REF(arg) ::=
"<arg> is a non-unique reference"
FORWARD_ELEMENT_REF(arg) ::=
"illegal forward reference: <arg>"
MISSING_RULE_ARGS(arg) ::=
"missing parameter(s) on rule reference: <arg>"
RULE_HAS_NO_ARGS(arg) ::=
"rule <arg> has no defined parameters"
ARGS_ON_TOKEN_REF(arg) ::=
"token reference <arg> may not have parameters"
ILLEGAL_OPTION(arg) ::=
"illegal option <arg>"
LIST_LABEL_INVALID_UNLESS_RETVAL_STRUCT(arg) ::=
"rule '+=' list labels are not allowed w/o output option: <arg>"
UNDEFINED_TOKEN_REF_IN_REWRITE(arg) ::=
"reference to undefined token in rewrite rule: <arg>"
REWRITE_ELEMENT_NOT_PRESENT_ON_LHS(arg) ::=
"reference to rewrite element <arg> without reference on left of ->"
UNDEFINED_LABEL_REF_IN_REWRITE(arg) ::=
"reference to undefined label in rewrite rule: $<arg>"
NO_GRAMMAR_START_RULE (arg) ::=
"grammar <arg>: no start rule (no rule can obviously be followed
by EOF)"
EMPTY_COMPLEMENT(arg) ::= <<
<if(arg)>
set complement ~<arg> is empty
<else>
set complement is empty

<endif>
>>
UNKNOWN_DYNAMIC_SCOPE(arg) ::=
"unknown dynamic scope: <arg>"
UNKNOWN_DYNAMIC_SCOPE_ATTRIBUTE(arg,arg2) ::=
"unknown dynamically-scoped attribute for scope <arg>: <arg2>"
RULE_REF_AMBIG_WITH_RULE_IN_ALT(arg) ::=
"reference $<arg> is ambiguous; rule <arg> is enclosing rule and referenced in the production (assuming enclosing rule)"
ISOLATED_RULE_ATTRIBUTE(arg) ::=
"reference to locally-defined rule scope attribute without rule name: <arg>"
INVALID_ACTION_SCOPE(arg,arg2) ::=
"unknown or invalid action scope for <arg2> grammar: <arg>"
ACTION_REDEFINITION(arg) ::=
"redefinition of <arg> action"
DOUBLE_QUOTES_ILLEGAL(arg) ::=
"string literals must use single quotes (such as \'begin\'): <arg>"
INVALID_TEMPLATE_ACTION(arg) ::=
"invalid StringTemplate % shorthand syntax: '<arg>'"
MISSING_ATTRIBUTE_NAME() ::=
"missing attribute
name on $ reference"
ARG_INIT_VALUES_ILLEGAL(arg) ::=
"rule parameters may not have init values: <arg>"
REWRITE_OR_OP_WITH_NO_OUTPUT_OPTION(arg) ::=
"<if(arg)>rule <arg> uses <endif>rewrite syntax or operator with no output option; setting output=AST"
AST_OP_WITH_NON_AST_OUTPUT_OPTION(arg) ::=
"AST operator with non-AST output option: <arg>"
NO_RULES(arg) ::= "grammar file <arg> has no rules"
MISSING_AST_TYPE_IN_TREE_GRAMMAR(arg) ::=
"tree grammar <arg> has no ASTLabelType option"
REWRITE_FOR_MULTI_ELEMENT_ALT(arg) ::=
"with rewrite=true, alt <arg> not simple node or obvious tree element; text attribute for rule not guaranteed to be correct"
RULE_INVALID_SET(arg) ::=
"Cannot complement rule <arg>; not a simple set or element"
HETERO_ILLEGAL_IN_REWRITE_ALT(arg) ::=
"alts with rewrites can't use heterogeneous types left of ->"
NO_SUCH_GRAMMAR_SCOPE(arg,arg2) ::=
"reference to undefined grammar in rule reference: <arg>.<arg2>"
NO_SUCH_RULE_IN_SCOPE(arg,arg2)
::=
"rule <arg2> is not defined in grammar <arg>"
TOKEN_ALIAS_CONFLICT(arg,arg2) ::=
"cannot alias <arg>; string already assigned to <arg2>"
TOKEN_ALIAS_REASSIGNMENT(arg,arg2) ::=
"cannot alias <arg>; token name already assigned to <arg2>"
TOKEN_VOCAB_IN_DELEGATE(arg,arg2) ::=

"tokenVocab option ignored in imported grammar <arg>"
INVALID_IMPORT(arg,arg2) ::=
"<arg.grammarTypeString> grammar <arg.name> cannot import <arg2.grammarTypeString> grammar <arg2.name>"
IMPORTED_TOKENS_RULE_EMPTY(arg,arg2) ::=
"no lexer rules contributed to <arg> from imported grammar <arg2>"
IMPORT_NAME_CLASH(arg,arg2) ::=
"combined grammar <arg.name> and imported <arg2.grammarTypeString> grammar <arg2.name> both generate <arg2.recognizerName>; import ignored"
AST_OP_IN_ALT_WITH_REWRITE(arg,arg2) ::=
"rule <arg> alt <arg2> uses rewrite syntax and also an AST operator"
WILDCARD_AS_ROOT(arg) ::= "Wildcard invalid as root; wildcard can itself be a tree"
CONFLICTING_OPTION_IN_TREE_FILTER(arg,arg2)
::= "option <arg>=<arg2> conflicts with tree grammar filter mode"
ILLEGAL_OPTION_VALUE(arg, arg2) ::= "value '<arg2>' invalid for option <arg>"
ALL_OPS_NEED_SAME_ASSOC(arg) ::= "all operators of alt <alt> of left-recursive rule must have same associativity"
RANGE_OP_ILLEGAL(arg) ::= "the .. range operator isn't allowed in parser rules"

// GRAMMAR WARNINGS

GRAMMAR_NONDETERMINISM(input,conflictingAlts,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it | alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Decision can match input such as "<input>" using multiple alternatives: <conflictingAlts; separator=", ">
<endif>
<if(disabled)><\n>As a result, alternative(s) <disabled; separator=","> were disabled for that input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

DANGLING_STATE(danglingAlts,input)
::= <<
the decision cannot distinguish between alternative(s) <danglingAlts; separator=","> for input such as "<input>"
>>

UNREACHABLE_ALTS(alts) ::= <<
The following alternatives can never be matched: <alts; separator=","><\n>
>>

INSUFFICIENT_PREDICATES(upon,altToLocations,hasPredicateBlockedByAction) ::= <<
Input such as "<upon>" is insufficiently covered with predicates at locations: <altToLocations.keys:{alt|alt <alt>: <altToLocations.(alt):{loc| line <loc.line>:<loc.column> at <loc.text>}; separator=", ">}; separator=", "><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

```
DUPLICATE_SET_ENTRY(arg) ::=
 "duplicate token type <arg> when collapsing subrule into set"

ANALYSIS_ABORTED(enclosingRule) ::= <<
ANTLR could not analyze this decision in rule <enclosingRule>; often this is because of recursive rule references visible from the left edge of alternatives.  ANTLR will re-analyze the
 decision with a fixed lookahead of k=1.  Consider using "options {k=1;}" for that decision and possibly adding a syntactic predicate.
>>

RECURSION_OVERLOW(alt,input,targetRules,callSiteStates) ::= <<
Alternative <alt>: after matching input such as <input> decision cannot predict what comes next due to recursion overflow <targetRules,callSiteStates:{t,c|to <t> from <c:{s|<s.enclosingRule.name>};separator=", ">}; separator=" and ">
>>

LEFT_RECURSION(targetRules,alt,callSiteStates) ::= <<
Alternative <alt> discovers infinite left-recursion <targetRules,callSiteStates:{t,c|to <t> from <c:{s|<s.enclosingRule>};separator=", ">}; separator=" and ">
>>

UNREACHABLE_TOKENS(tokens) ::= <<
The following token definitions can never be matched because prior tokens match the same input: <tokens; separator=",">
>>

TOKEN_NONDETERMINISM(input,conflictingTokens,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple
 alternatives:
<paths:{ it | alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Multiple token rules can match input such as "<input>": <conflictingTokens; separator=", "><\n>
<endif>
<if(disabled)><\n>As a result, token(s) <disabled; separator=","> were disabled for that input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

LEFT_RECURSION_CYCLES(listOfCycles) ::= <<
The following sets of rules are mutually left-recursive <listOfCycles:{c| [<c:{r|<r.name>}; separator=", ">]}; separator=" and ">
>>

NONREGULAR_DECISION(ruleName,alts) ::= <<
[fatal] rule <ruleName> has non-LL(*) decision due to recursive rule invocations reachable from alts <alts;
```

separator=",">. Resolve by left-factoring or using syntactic predicates or using backtrack=true option.
>>

/* l10n for message levels */
warning() ::= "warning"
error() ::= "error"

Found in path(s):
* /antlr-complete-3-5-2-sources-jar/org/antlr/tool/templates/messages/languages/en.stg

1.802 rfc7952-parser-support 7.0.7

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*/

Found in path(s):
* /rfc7952-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc7952/parser/package-info.java

1.803 mailapi 1.6.7

1.803.1 Available under license :

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1.806 jaraco.context 5.3.0

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1.807 jaxb-core 3.0.0

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*
 /camel-jaxb-3-0-0-sources-jar/org/apache/camel/converter/jaxb/JaxbConstants.java
* /camel-jaxb-3-0-0-sources-jar/org/apache/camel/converter/jaxb/JaxbNamespacePrefixMapper.java
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#

class=org.apache.camel.converter.jaxb.FallbackTypeConverterLoader

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* /camel-jaxb-3-0-0-sources-jar/META-INF/services/org/apache/camel/TypeConverterLoader

1.808 spring-plugin-core 2.0.0.RELEASE

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1.810 junit-platform-engine 1.12.2

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1.811 subzero-all 0.9

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Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient Common
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Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client.exporter.common;uses:="io.prometheu
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 /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_client_1_3.xsd
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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_2_4.xsd
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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-common_4_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_2_2.xsd

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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_6_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jakartaee_10.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jakartaee_web_services_client_2_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_3_1.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jakartaee_web_services_2_0.xsd
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CONFIDENTIAL. NONE means that the application does not
changed in transit. CONFIDENTIAL means that the application
CONFIDENTIAL flag will indicate that the use of SSL is
<xsd:enumeration value="CONFIDENTIAL"/>

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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/LocalStrings_ja.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_fr.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_ja.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_es.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/LocalStrings_fr.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/LocalStrings.properties
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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_3_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-fragment_5_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_5_0.xsd
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 11
Bnd-LastModified: 1652339954197
Build-Jdk: 11.0.2
Built-By: jenkins
Bundle-Description: Jakarta Servlet 6.0
Bundle-DocURL: https://www.eclipse.org
Bundle-License: http://www.eclipse.org/legal/epl-2.0, https://www.gnu.or
g/software/classpath/license.html
Bundle-ManifestVersion: 2
Bundle-Name: Jakarta Servlet
Bundle-SymbolicName: jakarta.servlet-api
Bundle-Vendor: Eclipse Foundation
Bundle-Version: 6.0.0
Export-Package: jakarta.servlet;uses:="jakarta.servlet.annotation,jakart
a.servlet.descriptor";version="6.0.0",jakarta.servlet.annotation;uses:=
"jakarta.servlet";version="6.0.0",jakarta.servlet.descriptor;version="6
.0.0",jakarta.servlet.http;uses:="jakarta.servlet";version="6.0.0",jaka
rta.servlet.resources;version="6.0.0"
Extension-Name: jakarta.servlet
Implementation-Vendor: Eclipse Foundation
Implementation-Vendor-Id: org.eclipse
Implementation-Version:
 6.0.0
Import-Package: jakarta.servlet,jakarta.servlet.annotation,jakarta.servl
et.descriptor
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11))"

Specification-Vendor: Eclipse Foundation
Specification-Version: 6.0
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /jakarta-servlet-api-6-0-0-jar/META-INF/MANIFEST.MF

1.817 apache-servicemix-specs-locator 1.2.0

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1.818 openconfig-parser-support 7.0.7

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* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/HashedValueStatementSupport.java
* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/EncryptedValueStatementSupport.java
* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/AbstractHashedValueStatementSupport.java
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* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/OpenConfigHashedValueStatementImpl.java
* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/OpenConfigHashedValueEffectiveStatementImpl.java
* /openconfig-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/openconfig/parser/RefOpenConfigHashedValueStatement.java
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1.819 netty-transport-udt 4.2.5.Final

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/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/DefaultUdtServerChannelConfig.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtChannelConfig.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtChannelOption.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtMessage.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtServerChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/UdtServerChannelConfig.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtAcceptorChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteAcceptorChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteConnectorChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteRendezvousChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageAcceptorChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageConnectorChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageRendezvousChannel.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/NioUdtProvider.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/nio/package-info.java/*
/opt/cola/permits/2616834244_1758691394.1860166/0/netty-transport-udt-4-2-5-final-sources-jar/io/netty/channel/udt/package-info.java/*

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1.820 txw2 3.0.0

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(3.5.2)

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* Source:
  https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations

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* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/results/AbstractMappingResult.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/results/SourceAccessError.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/message/MessageCriteria.java
*
 /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/message/Severity.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/format/IntegerNumberFormatFactory.java

* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/results/Success.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/message/StateManageableMessageContext.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/format/PercentNumberFormatFactory.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/expression/ExpressionVariable.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/format/DefaultNumberFormatFactory.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/results/TargetAccessError.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/expression/el/ELContextFactory.java
*
/spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/message/DefaultMessageResolver.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/MappingResultsCriteria.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/format/AbstractNumberFormatFactory.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/expression/el/DefaultElContextFactory.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/expression/beanwrapper/BeanWrapperExpressionParser.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/message/MessageContext.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/mapping/results/RequiredError.java
* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/expression/el/DefaultELContext.java
* /spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/mapping/results/TypeConversionError.java
*
/spring-binding-2-4-6-release-sources-4-
jar/org/springframework/binding/format/CurrencyNumberFormatFactory.java
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* /spring-binding-2-4-6-release-sources-4-jar/org/springframework/binding/validation/ValidationContext.java

1.823 object-cache-api 0.8.4-Beryllium-SR4

1.824 netty-codec-memcache 4.1.125.Final

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```

1.825 jetty-util 12.0.22

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```
Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 22
Implementation-Vendor: Eclipse Jetty Project
Implementation-Version: 12.0.22
SPDX-License-Identifier: EPL-2.0 OR Apache-2.0
url: https://jetty.org/
Bundle-Classpath: .
Bundle-Copyright: Copyright (c) 1995 Mort Bay Consulting Pty Ltd and oth
ers.
Bundle-Description: Jetty module for Core :: IO
Bundle-DocURL: https://jetty.org/
Bundle-License: https://www.eclipse.org/legal/epl-2.0/, https://www.apac
he.org/licenses/LICENSE-2.0
Bundle-ManifestVersion: 2
Bundle-Name: Core :: IO
Bundle-SymbolicName: org.eclipse.jetty.io
Bundle-Vendor: Eclipse Jetty Project
Bundle-Version: 12.0.22
Export-Package: org.eclipse.jetty.io;uses:="javax.net.ssl,org.eclipse.je
tty.util,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.compo
nent,org.eclipse.jetty.util.resource,org.eclipse.jetty.util.ssl,org.ecl
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 uses:="org.eclipse.jetty.io,org.eclipse.jetty.util,org.eclipse.jetty.ut
il.thread";version="12.0.22",org.eclipse.jetty.io.jmx;uses:="org.eclips
e.jetty.jmx,org.eclipse.jetty.util.annotation";version="12.0.22",org.ec
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lipse.jetty.io.ssl;uses:="javax.net.ssl,org.eclipse.jetty.io,org.eclips
e.jetty.util.ssl";version="12.0.22"
Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lan
g.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio
.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,j
ava.time.format,java.time.temporal,java.util,java.util.concurrent,java.
util.concurrent.atomic,java.util.concurrent.locks,java.util.function,ja
va.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13
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.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",or
g.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /jetty-zip/file.txt

1.826 springfox-spring-webflux 3.0.0

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* /springfox-spring-webflux-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/WebFluxRequestHandlerProvider.java
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* /springfox-spring-webflux-3-0-0-sources-jar/springfox/documentation/spring/web/WebFluxObjectMapperConfigurer.java
* /springfox-spring-webflux-3-0-0-sources-jar/springfox/documentation/spring/web/WebFluxNameValueExpressionWrapper.java
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1.827 log4j-web 2.24.3

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1.828 jaxen 2.0.0

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* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java

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* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/UnsafeAllocator.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/LazilyParsedNumber.java
*
 /gson-2-13-1-sources-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
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* /gson-2-13-1-sources-jar/com/google/gson/stream/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/reflect/ReflectionHelper.java
* /gson-2-13-1-sources-jar/com/google/gson/ToNumberStrategy.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java
* /gson-2-13-1-sources-jar/com/google/gson/ReflectionAccessFilter.java
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* /gson-2-13-1-sources-jar/com/google/gson/FieldAttributes.java

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* /gson-2-13-1-sources-jar/com/google/gson/internal/GsonPreconditions.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonElement.java
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 /gson-2-13-1-sources-jar/com/google/gson/annotations/package-info.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/ObjectConstructor.java
*
 /gson-2-13-1-sources-jar/com/google/gson/internal/GsonTypes.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonArray.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonObject.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/Excluder.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonParseException.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonNull.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for

National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

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

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
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2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
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2.6.1	2.6	2008	PSF	yes
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======================

The Distutils2 project was started by Tarek Ziad and is currently
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distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order,
and welcome into the Fellowship of the Packaging!

Thanks to:

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- Ali Afshar
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- Pior Bastida
- Anthony Baxter
- Erik Bray
- C. Titus Brown
- Francisco Martn Brugu
- Nicolas Cadou
- Godefroid Chapelle
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1.831 netty 4.2.5.Final

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.8
Built-By: runner
Build-Jdk: 11.0.28
Specification-Title: Netty/All-in-One
Specification-Version: 4.2
Specification-Vendor: The Netty Project
Implementation-Title: Netty/All-in-One
Implementation-Version: 4.2.5.Final
Implementation-Vendor-Id: io.netty
Implementation-Vendor: The Netty Project
Implementation-URL: https://netty.io/netty-all/
Multi-Release: true
Bnd-LastModified: 1756909419152
Build-Jdk-Spec: 11
Bundle-Description: Netty is an asynchronous event-driven network applic
ation framework for rapid development of maintainable high performan
ce protocol servers and clients.
Bundle-DocURL: https://netty.io/
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-ManifestVersion: 2
Bundle-Name: Netty/All-in-One
Bundle-SymbolicName: io.netty.all
Bundle-Vendor: The Netty Project
Bundle-Version: 4.2.5.Final
Import-Package: sun.nio.ch;resolution:=optional,org.bouncycastle.jcajce.
 provider;version="[1.0,2)";resolution:=optional
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /netty-all-4-2-5-final-jar/META-INF/MANIFEST.MF
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/opt/cola/permits/2659412155_1759295407.8903928/0/netty-all-4-2-5-final-jar/META-INF/maven/io.netty/netty-all/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.832 pprof 0.0.0-20250630185457-6e76a2b096b5

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1.834 odlext-model-api 7.0.7

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* /odlext-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/model/api/InstanceTargetStatement.java
* /odlext-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/model/api/ContextInstanceStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/AugmentIdentifierStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/ContextInstanceEffectiveStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/RpcContextReferenceEffectiveStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/AugmentIdentifierEffectiveStatement.java
*
 /odlext-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/model/api/ContextReferenceStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/ContextReferenceEffectiveStatement.java
* /odlext-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/model/api/MountEffectiveStatement.java
* /odlext-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/odlext/model/api/MountStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/InstanceTargetEffectiveStatement.java
* /odlext-model-api-7-0-7-sources-
jar/org/opendaylight/yangtools/odlext/model/api/RpcContextReferenceStatement.java

1.835 inflect 7.3.1

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1.836 jetty-ee10-servlet 12.0.22

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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/BlockingContentProducer.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/DebugListener.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/HttpInput.java
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/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/EagerFormHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletCoreResponse.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletChannelState.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/Source.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ContentProducer.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContainerInitializerHolder.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/AsyncContextState.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/CrossContextServletContext.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletApiResponse.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/jmx/FilterMappingMBean.java
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/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletMapping.java
* /jetty-ee10-servlet-12-0-22-sources-
jar/org/eclipse/jetty/ee10/servlet/security/authentication/LoginCallbackImpl.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/Holder.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletCoreRequest.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContextHandler.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/util/ServletOutputStreamWrapper.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletRequestHttpWrapper.java
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/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/security/authentication/LoginCallback.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContextResponse.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/FilterMapping.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/CrossContextDispatcher.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/listener/ContainerInitializer.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletResponseHttpWrapper.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContextRequest.java
* /jetty-ee10-servlet-12-0-22-sources-jar/module-info.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ErrorHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ErrorPageErrorHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/PushBuilderImpl.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletTester.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/DefaultServlet.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletApiRequest.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/AsyncContentProducer.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/jmx/package-info.java
*
/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/security/ConstraintAware.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ManagedAttributeListener.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/package-info.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ResponseWriter.java
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//Equivalent to //<user-data-constraint><transport-guarantee>CONFIDENTIAL</transport-guarantee></user-data-constraint>

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1.837 classgraph 4.8.112

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* This file is part of ClassGraph.
*
* Author: Sergey Bespalov
*
* Hosted at: https://github.com/classgraph/classgraph
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* This file is part of ClassGraph.
*
* Author: Luke Hutchison (luke.hutch@gmail.com)
*
* Hosted at: https://github.com/classgraph/classgraph
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*
* Hosted at: https://github.com/classgraph/classgraph
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classpath/ClassLoaderOrder.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/JSONParser.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClasspathElementModule.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ModuleInfoList.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClassRefTypeSignature.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/utils/JarUtils.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/MethodInfoList.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/URLClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/utils/LogNode.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/FallbackClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/FieldInfoList.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classpath/ModuleFinder.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/MethodInfo.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/Id.java

* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/JSONArray.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/ZipFileSlice.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/AnnotationParameterValue.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ArrayClassInfo.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ModuleReaderProxy.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ModuleInfo.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/AnnotationParameterValueList.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/utils/CollectionUtils.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ArrayTypeSignature.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ModulePathInfo.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/TypeArgument.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classpath/ClassLoaderFinder.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClassGraphClassLoader.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClassInfoList.java
* /classgraph-4-8-112-sources-1-
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/InfoList.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/TypeVariableSignature.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/MethodTypeSignature.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClasspathElementZip.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/AnnotationClassRef.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/JSONUtils.java
* /classgraph-4-8-112-sources-1-
jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
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* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ScanResultObject.java
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/classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClasspathElementFileDir.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/classloaderhandler/WeblogicClassLoaderHandler.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ModuleRef.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/types/Parser.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/ClasspathElement.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/PackageInfoList.java
* /classgraph-4-8-112-sources-1-jar/io/github/classgraph/GraphvizDotfileGenerator.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/concurrency/InterruptionChecker.java
*
/classgraph-4-8-112-sources-1-jar/io/github/classgraph/FieldInfo.java
* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/utils/StringUtils.java
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* Author: R. Kempees
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* With contributions from @cpierceworld (#414)
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessReader.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessArrayReader.java
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* /classgraph-4-8-112-sources-1-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java
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* /yang-xpath-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/xpath/api/DoubleNumberExpr.java
* /yang-xpath-api-7-0-7-sources-jar/org/opendaylight/yangtools/yang/xpath/api/DoubleXPathMathSupport.java
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jar/io/micrometer/core/instrument/binder/mongodb/MongoCommandTagsProvider.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/logging/package-info.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/ipc/http/package-info.java
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 /micrometer-core-1-13-15-sources-jar/io/micrometer/core/aop/package-info.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/observation/package-info.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeLongTaskTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/pause/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeGauge.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/FileDescriptorMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/logging/Log4j2Metrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/Histogram.java
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/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/ProcessorMetrics.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/distribution/PercentileHistogramBuckets.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/LongTaskTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/Mergeable.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/InternalLoggerFactory.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/InternalLogLevel.java
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/micrometer-core-1-13-15-sources-
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyClientContext.java
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jar/io/micrometer/core/instrument/internal/TimedScheduledExecutorService.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/WarnThenDebugLogger.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedCallable.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Timer.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/PoolingHttpClientConnectionManagerMetricsBinder.

java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/TimedHandler.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedRunnable.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/MongoMetricsConnectionPoolListener.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmMemory.java

1.845 msgpack 1.1.0

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1.846 dozer-spring 5.5.1

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Found in path(s):
* /dozer-spring-5-5-1-sources-1-jar/org/dozer/spring/MapperDefinitionParser.java
* /dozer-spring-5-5-1-sources-1-jar/org/dozer/spring/DozerBeanMapperFactoryBean.java
* /dozer-spring-5-5-1-sources-1-jar/org/dozer/spring/DozerNamespaceHandler.java
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* /dozer-spring-5-5-1-sources-1-jar/dozer-spring.xsd

1.847 castor-core 1.3.3

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1.848 activation-api 2.1.3

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ifeval::["{revremark}" != ""]
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1.851 jackson-databind 2.16.0

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1.854 aspect-j 1.5.4

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Manifest-Version: 1.0

Name: org/aspectj/lang/
Specification-Title: AspectJ Runtime Classes
Specification-Version: 1.5
Specification-Vendor: aspectj.org
Implementation-Title: org.aspectj.tools
Implementation-Version: 1.5.4
Implementation-Vendor: aspectj.org
Bundle-Name: AspectJ
Bundle-Version: 1.5
Import-Package: org.aspectj.lang,org.aspectj.lang.reflect,org.aspectj.

runtime
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1.855 antlr 3.0.1

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1.856 grpc-gateway 1.16.0

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1.857 utmps 0.1.3.1-r0

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# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
```

```
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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SOFTWARE.
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pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.26.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
```

```
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a  license-list-data-3.26.0.tar.gz
"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
```

"
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The text rotation code in w_rottext.c was written by Alan Richardson.
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The Kohonen neural network code for color optimization was written by Anthony Dekker.

Parts Copyright (c) 1995 by C. Blanc and C. Schlick
The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.1
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {

```
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
  license_expression-30.4.1.tar.gz
"
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
```

```
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {        \
 struct type *sle_next; /* next element */   \
}
```

```
/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
```

```
 SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))
```

```
#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
```

```
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
 }
```

```
#define SIMPLEQ_HEAD_INITIALIZER(head)    \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)     \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
```

```
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head);     \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&     \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
```

```
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
```

```
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {       \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
```

```
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
```

```
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
```

```
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
```

```
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else        \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
```

```
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;    \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);    \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))    \
  (head)->cqh_last = (elm);    \
 else        \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);    \
 (elm)->field.cqe_prev = (head)->cqh_last;    \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))    \
  (head)->cqh_first = (elm);    \
 else        \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)    \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else        \
  (elm)->field.cqe_next->field.cqe_prev =    \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else        \
  (elm)->field.cqe_prev->field.cqe_next =    \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))
```

```
#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver
```

```
replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif
```

```
#endif /* _SYS_CDEFS_H_ */
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5  cargo-license-0.6.1.tar.gz
"
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```

```
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* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
```

```
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
```

```
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
```

```
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
```

```
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
```

```
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
```

```
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */  \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {     \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
```

```
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
```

```
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
```

```
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
```

```
 elm = parent;    \
 parent = RB_PARENT(elm, field);  \
 } else {     \
 if (RB_RIGHT(tmp, field) == NULL || \
     RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
  struct type *oleft;  \
  if ((oleft = RB_LEFT(tmp, field)) \
      != NULL)   \
   RB_COLOR(oleft, field) = RB_BLACK;\
  RB_COLOR(tmp, field) = RB_RED; \
  RB_ROTATE_RIGHT(head, tmp, oleft, field);\
  tmp = RB_RIGHT(parent, field); \
  }     \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field))  \
  RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 elm = RB_ROOT(head);   \
 break;     \
 }      \
} else {      \
 tmp = RB_LEFT(parent, field);   \
 if (RB_COLOR(tmp, field) == RB_RED) {  \
  RB_SET_BLACKRED(tmp, parent, field); \
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  tmp
= RB_LEFT(parent, field);  \
 }      \
 if ((RB_LEFT(tmp, field) == NULL ||  \
     RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
     (RB_RIGHT(tmp, field) == NULL ||  \
     RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED;  \
 elm = parent;    \
 parent = RB_PARENT(elm, field);  \
 } else {     \
 if (RB_LEFT(tmp, field) == NULL || \
     RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
  struct type *oright;  \
  if ((oright = RB_RIGHT(tmp, field)) \
      != NULL)   \
   RB_COLOR(oright, field) = RB_BLACK;\
  RB_COLOR(tmp, field) = RB_RED; \
  RB_ROTATE_LEFT(head, tmp, oright, field);\
  tmp = RB_LEFT(parent, field); \
  }     \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
```

```
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }       \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
```

```
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = child;     \
color:         \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}         \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{         \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
```

```
 else if (comp > 0)     \
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
}       \
RB_SET(elm, parent, field);     \
if (parent != NULL) {      \
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = elm;     \
name##_RB_INSERT_COLOR(head,
elm);    \
return (NULL);       \
}       \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}       \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
```

```
  tmp = RB_LEFT(tmp, field);   \
 }       \
 else if (comp > 0)     \
  tmp =
RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
```

```
      (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
```

```
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-$_kernver.tar.xz
 revert-broken-uapi.patch
 0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch
```

1.858 mpdecimal 4.0.1-r0

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1.859 jzlib 1.0.7

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1.861 grpc-grpclb 1.70.0

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* /grpc-grpclb-1-70-0-sources-jar/io/grpc/grpclb/SubchannelPool.java

1.862 apache-servicemix-bundles-kafka-clients 3.9.1_1

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Found in path(s):
* /grpc-inprocess-1-70-0-sources-jar/io/grpc/inprocess/AnonymousInProcessSocketAddress.java

1.865 rfc6643-parser-support 7.0.7

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Found in path(s):
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/RefDefValStatement.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/RefAliasStatement.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/RefSubIdStatement.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/RefOidStatement.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/RefMaxAccessStatement.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/RefImpliedStatement.java
*
 /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/RefDisplayHintStatement.java
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* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/ImpliedStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/OidEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/ImpliedEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/AliasStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/SubIdStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/OidStatementSupport.java
*
 /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/DisplayHintEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/MaxAccessEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/OidStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/AliasEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/DisplayHintStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/ImpliedStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/DefValStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/SubIdEffectiveStatementImpl.java
*
 /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/MaxAccessStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/DisplayHintStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/DefValStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/DefValEffectiveStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/SubIdStatementImpl.java
* /rfc6643-parser-support-7-0-7-sources-jar/org/opendaylight/yangtools/rfc6643/parser/AliasStatementSupport.java
* /rfc6643-parser-support-7-0-7-sources-
jar/org/opendaylight/yangtools/rfc6643/parser/MaxAccessStatementImpl.java
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* /rfc6643-parser-support-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/rfc6643-parser-support/pom.xml

1.866 maven-artifact 3.6.3

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1.867 jaxb-core 4.0.5

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* Project: https://testng.org/doc/index.html
* Source: https://github.com/cbeust/testng

wagon-http-lightweight (3.0.0)

* License: Pending
*
 Project: https://maven.apache.org/wagon/
* Source:
  https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0

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1.868 netty-codec-mqtt 4.1.125.Final

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1.871 hk2-api 3.0.6

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* /snmp4j-2-1-0-sources-jar/org/snmp4j/event/package.html
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1.874 apache-servicemix-bundles-kafka-clients 3.8.1_1

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1.875 grpc-services 1.66.0

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* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ReflectionSupport.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedWith.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/WeakOuter.java
*
/j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ObjectiveCName.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Property.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/LoopTranslation.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/OnDealloc.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedLocalRef.java

1.877 dom4j 2.1.3

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```

Found in path(s):

* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ElementQNameIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ElementIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/ElementHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/CDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Document.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/Action.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Comment.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Entity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightCDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/IllegalAddException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBModifier.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FilterIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMDocumentType.java
*
/dom4j-2-1-3-sources-jar/org/dom4j/rule/Pattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/Rule.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/NamespaceStack.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/NamespaceCache.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBObjectHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/QName.java
* /dom4j-2-1-3-sources-jar/org/dom4j/VisitorSupport.java
* /dom4j-2-1-3-sources-jar/org/dom4j/InvalidXPathException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/XPath.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanMetaData.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dtd/ElementDecl.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/XMLWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/pattern/DefaultPattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/xpath/XPathPattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultCDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/PruningDispatchHandler.java
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/dom4j-2-1-3-sources-jar/org/dom4j/rule/Stylesheet.java
* /dom4j-2-1-3-sources-jar/org/dom4j/swing/XMLTableColumnDefinition.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXEventRecorder.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMEntityReference.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/DocumentFactory.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightEntity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractProcessingInstruction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/BackedList.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/STAXEventWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBSupport.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/xpp/ProxyXmlStartTag.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/io/STAXEventReader.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractText.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMNamespace.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultDocumentType.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyException.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/util/UserDataDocumentFactory.java

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* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/OutputFormat.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/NamedTypeResolver.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/SingleIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/RuleManager.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultElement.java
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/dom4j-2-1-3-sources-jar/org/dom4j/datatype/InvalidSchemaException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/xpath/DefaultNamespaceContext.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DocumentSource.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMDocumentResult.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/SchemaParser.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DispatchHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyContentHandler.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultText.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultNamespace.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Element.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/DocumentHelper.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXHelper.java

1.878 cxf-rt-rs-extension-search 2.7.11

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1.879 rfc7952-model-api 7.0.7

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* /rfc7952-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc7952/model/api/AnnotationSchemaNode.java
* /rfc7952-model-api-7-0-7-sources-jar/org/opendaylight/yangtools/rfc7952/model/api/AnnotationEffectiveStatement.java
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1.880 netty-transport-udt 4.1.125.Final

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1.882 netty-handler-proxy 4.2.5.Final

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/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java/*
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java/*
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/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-jar/module-info.yml#

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1.883 coreos-semver 0.3.0

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* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ObjectExtension.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ExtensibleObject.java
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Found in path(s):
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/WritableIdentifier.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/WritableObjects.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/WritableObject.java
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* /concepts-7-0-7-sources-jar/META-INF/maven/org.opendaylight.yangtools/concepts/pom.xml

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* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/NoOpListenerRegistration.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractDelegator.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/CheckedValue.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Either.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/CheckedBuilder.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/NoOpObjectRegistration.java
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* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Delegator.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Deserializer.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Immutable.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/MutationBehaviour.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ObjectRegistration.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Path.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractListenerRegistration.java
*
 /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ClassBasedPropertyBuilder.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Registration.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Serializer.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Identifiable.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Builder.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Codec.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ListenerRegistration.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Mutable.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/Identifier.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractObjectRegistration.java

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Found in path(s):
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractIdentifiable.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractSimpleIdentifiable.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractIllegalArgumentCodec.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/UncheckedCodec.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/UncheckedSerializer.java
* /concepts-7-0-7-sources-jar/module-info.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/IllegalArgumentCodec.java
*
 /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractCodec.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/AbstractUncheckedCodec.java
* /concepts-7-0-7-sources-jar/org/opendaylight/yangtools/concepts/ObjectExtensions.java

1.885 typing-extensions 4.12.2

1.885.1 Available under license :

A. HISTORY OF THE SOFTWARE
==========

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

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

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

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

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

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under
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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
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Thanks to the many outside volunteers who have worked under Guido's
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1.886 netty-transport-native-kqueue 4.2.5.Final

1.886.1 Available under license :

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/opt/cola/permits/2616834409_1758691527.762957/0/netty-transport-native-kqueue-4-2-5-final-sources-jar/netty_kqueue_bsdsocket.c/*
/opt/cola/permits/2616834409_1758691527.762957/0/netty-transport-native-kqueue-4-2-5-final-sources-jar/netty_kqueue_bsdsocket.h/*
/opt/cola/permits/2616834409_1758691527.762957/0/netty-transport-native-kqueue-4-2-5-final-sources-jar/netty_kqueue_eventarray.c/*
/opt/cola/permits/2616834409_1758691527.762957/0/netty-transport-native-kqueue-4-2-5-final-sources-jar/netty_kqueue_eventarray.h/*
/opt/cola/permits/2616834409_1758691527.762957/0/netty-transport-native-kqueue-4-2-5-final-sources-jar/netty_kqueue_native.c/*

Found in path(s):
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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /netty-transport-native-kqueue-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-kqueue/pom.xml

1.887 cargo-core-api-module 1.0

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confidentiality element indicates if the server (target) supports privacy protected
messages. The values are NONE, SUPPORTED or REQUIRED
guarantee element specifies that the communication
between client and server should be NONE, INTEGRAL, or

CONFIDENTIAL. NONE means that the application does not require any
transport guarantees. A value of INTEGRAL means that the application
requires that the data sent between the client and server be sent in
such a way that it can't be changed in transit. CONFIDENTIAL means
that the application requires that the data be transmitted in a
fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: port

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/jboss_4_0.dtd
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The confidentiality tag determines transport confidentiality requirements
for the bean. Confidentiality ensures that the data be sent between the client
and server in such a way to prevent other entities from observing the contents
of the transmission.

The confidentiality can be one of the following values:
requirements

Example:
  <confidentiality>none</confidentiality>

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/weblogic-ejb-jar.dtd
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* ==
*/

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 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml25Type.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/JarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlVersion.java
*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DescriptorMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/ApplicationXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DefaultJarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml24Type.java
*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml23Type.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-

jar/org/codehaus/cargo/module/webapp/WebXmlVersion.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlType.java
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requires that the data sent between the client and server be sent in
such a way that it can't be changed in transit. CONFIDENTIAL means
that the application requires that the data be transmitted in a
fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/web-app_2_2.dtd
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that the application requires that the data be transmitted in a
fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: user

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-
jar/org/codehaus/cargo/module/internal/resource/web-app_2_3.dtd
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fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: user

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-
jar/org/codehaus/cargo/module/internal/resource/orion-web-9_04.dtd
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```
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*
```

* ==
*/

Found in path(s):
*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/DefaultWarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/EarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/application/DefaultEarArchive.java
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<!ELEMENT transport-config (integrity, confidentiality,
<!ELEMENT confidentiality (#PCDATA)>

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/orion-ejb-jar-9_04.dtd
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Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/weblogic810-web-jar.dtd
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Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/ejb-jar_2_0.dtd
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/application_1_3.dtd
No license file was found, but licenses were detected in source scan.

```
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*
* ========================================================================
*/
```

Found in path(s):
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmi.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiGrammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/Entity.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Filter.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/JarArchiveIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/WebXmlElement.java

*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DescriptorMergerByTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WarArchiveIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/MergeProcessor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlIo.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/XmlMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Listener.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptorType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/JndiLink.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlUtils.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/NodeMergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentStreamAdapter.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/AuthConstraint.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/websphere/IbmEjbJarBndXmiIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml22Type.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/InitParam.java

* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/DefaultEjbArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/DocumentMergerByXslt.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/VendorWebAppDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlType.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/VendorEjbDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Identifier.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/WarArchiveMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DtdParseException.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/orion/OrionWebXmlType.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/VendorDescriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/SystemProperty.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/ChooseByNameMergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/Session.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/MergedWarArchive.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/FilterMapping.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-

jar/org/codehaus/cargo/module/ejb/EjbJarXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/elements/ResourceRef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlVersion.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/MergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatContextXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/Servlet.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/MergeWarFileDetails.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Descriptor.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/SecurityConstraint.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Grammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/Dtd.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbDef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/weblogic/WeblogicEjbJarXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXmlTag.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/DescriptorElement.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/MergeException.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXmlMerger.java

* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/orion/OrionEjbJarXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptorIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/jboss/JBossWarArchive.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/merge/tagstrategy/AbstractChoiceMergeStrategy.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlType.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/XmlEntityResolver.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/elements/ContextParam.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXmlTag.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXmlTypeAwareParser.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmi.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/weblogic/WeblogicXmlIo.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/websphere/IbmWebBndXmiGrammar.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/EjbJarXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/JarArchiveUpdateable.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/resin/ResinWebXml.java
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/ejb/jboss/JBossXmlTag.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/tomcat/TomcatWarArchive.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/EjbRef.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/ArchiveResourceMerger.java
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*
 /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/merge/WebXmlMerger.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/AbstractDescriptor.java
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* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/internal/resource/application_1_2.dtd
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```

Found in path(s):
*
/cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/webapp/WebXml.java
* /cargo-core-api-module-1-0-2-sources-jar-zip/cargo-core-api-module-1-0-2-sources-jar/org/codehaus/cargo/module/J2eeDescriptor.java

1.888 packaging 24.2

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1.889 log4j-jul 2.17.1

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1.890 hazelcast 5.4.0

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com.hazelcast.internal.util.concurrent

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com.hazelcast.client.impl.protocol.util.UnsafeBuffer
com.hazelcast.client.impl.protocol.util.BufferBuilder

contain code originating from the Agrona project
(https://github.com/real-logic/Agrona).

The class com.hazelcast.internal.util.HashUtil contains code originating
from the Koloboke project (https://github.com/OpenHFT/Koloboke).

The class classloading.ThreadLocalLeakTestUtils contains code originating
from the Tomcat
project (https://github.com/apache/tomcat).

com.hazelcast.internal.cluster.fd.PhiAccrualFailureDetector contains code originating
from the Akka project (https://github.com/akka/akka/).

The package com.hazelcast.internal.json contains code originating
from minimal-json project (https://github.com/ralfstx/minimal-json).

The class com.hazelcast.instance.impl.MobyNames contains code originating
from The Moby Project (https://github.com/moby/moby).

The class com.hazelcast.internal.util.graph.BronKerboschCliqueFinder contains code
originating from The JGraphT Project (https://github.com/jgrapht/jgrapht).

The packages:
com.hazelcast.sql
com.hazelcast.jet.sql

contain code originating from the Apache Calcite (https://github.com/apache/calcite)

The class com.hazelcast.jet.kafka.impl.ResumeTransactionUtil contains
code derived from the Apache Flink project.

The class com.hazelcast.internal.util.ConcurrentReferenceHashMap contains code written by Doug Lea
and updated within the WildFly project
(https://github.com/wildfly/wildfly).

The classes:
com.hazelcast.cp.internal.raft.impl.state.FollowerState
com.hazelcast.cp.internal.raft.impl.state.FollowerStateTest
com.hazelcast.cp.internal.raft.impl.SlowFollowerBackoffTest

contain code originating from the MicroRaft project (https://github.com/MicroRaft/MicroRaft)

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1.900 jsqlparser 0.9

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1.901 micrometer-jakarta9 1.15.3

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1.902 grpc-opentelemetry 1.70.0

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* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/OpenTelemetryMetricsModule.java
* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/OpenTelemetryMetricsResource.java
* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/GrpcOpenTelemetry.java

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* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/MetadataGetter.java
* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/InternalGrpcOpenTelemetry.java
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/grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/BinaryFormat.java
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* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/MetadataSetter.java
* /grpc-opentelemetry-1-70-0-sources-jar/io/grpc/opentelemetry/OpenTelemetryMetricSink.java
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1.903 grpc-stub 1.70.0

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* /grpc-stub-1-70-0-sources-jar/io/grpc/stub/ClientCalls.java
* /grpc-stub-1-70-0-sources-jar/io/grpc/stub/ServerCalls.java
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* /grpc-stub-1-70-0-sources-jar/io/grpc/stub/AbstractFutureStub.java
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1.904 micrometer-observation 1.15.3

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1.912 commons-logging 1.2

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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
*
 /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14Logger.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogSource.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java

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1.913 jetty-ee10-servlet 12.0.25

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
```

```
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}
```

```
check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
```

```
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
```

bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```
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SUCH DAMAGE.
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
```

```
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
```

```
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
```

```
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
```

```
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}
```

```
#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
```

```
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))
```

```
#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
```

```
 SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
 struct type *curelm = (head)->sqh_first;  \
 while (curelm->field.sqe_next != (elm))   \
  curelm = curelm->field.sqe_next;  \
 if ((curelm->field.sqe_next =    \
  curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
```

```
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
```

```
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);  \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
```

```
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
```

```
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
```

```
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
```

```
 (head)->cqh_first = (elm);    \
 else       \
 (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
 (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
 (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
 (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
 (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
 (var) != CIRCLEQ_ENDC(head);    \
 (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
 (var) != CIRCLEQ_ENDC(head);    \
 (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
```

```
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_first)     \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_last)     \
    :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
```

```
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
```

```
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}
```

```
#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
```

```
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
```

```
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }         \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}         \
         \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{         \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
 return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
```

```
  __tmp = SPLAY_LEFT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) < 0){   \
   SPLAY_ROTATE_RIGHT(head, __tmp, field); \
   if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) > 0){   \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
       \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
```

```
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
```

```
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }        \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
```

```
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
```

```
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}       \
        \
attr void       \
```

```
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
 = RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
```

```
 color = RB_COLOR(elm, field);    \
 if (child)     \
  RB_PARENT(child, field) = parent;  \
 if (parent) {     \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else     \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else      \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else     \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else      \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {     \
  left = parent;     \
  do {     \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }      \
 goto color;     \
}       \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)      \
 RB_PARENT(child, field) = parent;   \
if (parent) {      \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else      \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
```

```
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}         \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{         \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}         \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
```

```
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }        \
 return (NULL);       \
}         \
         \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
         \
/* ARGSUSED */        \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
```

```
 return (elm);      \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_PREV(struct type *elm)     \
{       \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);      \
}       \
       \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);     \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
```

```
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
```

```
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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TORT OR OTHERWISE, ARISING FROM, OUT OF OR
 IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.916 libintl 0.24.1-r1

1.916.1 Available under license :

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
```

```
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
```

```
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
```

```
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
```

```
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*

```
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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
```

```
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
```

```
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
```

```
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {    \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {    \
 (slistelm)->field.sle_next =     \
     SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {     \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {        \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
```

```
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
```

```
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
```

```
    (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
    &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head);     \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head) &&    \
```

```
    ((next = ((var)->field.sqe_next)), 1);   \
    (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
```

```
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
       (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
```

```
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
```

```
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
```

```
    TAILQ_END(head))      \
 (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
 (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
 } while (/*CONSTCOND*/0)

 #define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
 } while (/*CONSTCOND*/0)

 #define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
 } while (/*CONSTCOND*/0)

 #define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
       (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
       *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
 } while (/*CONSTCOND*/0)

 #define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
```

```
 TAILQ_INIT((head2));    \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)     \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)    \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)     \
struct {       \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
```

```
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
```

```
 NULL :      \
       ((struct type *)(void *)    \
 ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
```

```
  QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
```

```
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
```

```
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
```

```
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_last)     \
    :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
```

```
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
```

```
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
```

```
{       \
 if (SPLAY_EMPTY(head))     \
  return(NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0)   \
  return (head->sph_root);   \
 return (NULL);      \
}       \
       \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{       \
 name##_SPLAY(head, elm);    \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);   \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }      \
 }
 else       \
  elm = NULL;     \
 return (elm);      \
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);    \
      return (SPLAY_ROOT(head));    \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {     \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;      \
    name##_SPLAY(head, elm);    \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {     \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
```

```
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }       \
 return (NULL);       \
}        \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
```

```
  if ((cmp)(elm, __tmp) < 0){   \
   SPLAY_ROTATE_RIGHT(head, __tmp, field); \
   if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
    break;   \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }      \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
       \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
```

```
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
      (x) != NULL;      \
      (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
```

```
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
```

```
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
```

```
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {    \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}       \
       \
attr void       \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
 struct type *tmp;      \
```

```
while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
    elm != RB_ROOT(head)) {     \
 if (RB_LEFT(parent, field) == elm) {   \
  tmp = RB_RIGHT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = RB_RIGHT(parent, field);  \
  }     \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }     \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
```

```
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)      \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
```

```
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}       \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
```

```
}       \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{       \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}       \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
```

```
 }       \
 return (NULL);      \
}       \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *      \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;      \
 while (tmp) {      \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);      \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_NEXT(struct type *elm)     \
{       \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {      \
  if (RB_PARENT(elm, field) &&    \
     (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);      \
}       \
       \
```

```
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
```

```
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
```

```
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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TORT OR OTHERWISE, ARISING FROM, OUT OF OR

```
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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.917 scanelf 1.3.8-r2

1.917.1 Available under license :

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Version 2, June 1991

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
```

```
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
```

```
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
```

```
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
"

builddir="$srcdir"/libart_lgpl-$pkgver

```
prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
```

```
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}
```

```
#define SLIST_HEAD_INITIALIZER(head)    \
 { NULL }

#define SLIST_ENTRY(type)     \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)    \
 for((var) = (head)->slh_first;    \
    (var) != SLIST_END(head);    \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&    \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {     \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =    \
```

```
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
```

```
    (var) != LIST_END(head);    \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&    \
    ((tvar) = LIST_NEXT((var), field), 1);   \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {    \
 LIST_INIT((head2));     \
 if (!LIST_EMPTY((head1)))
 {    \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));    \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&     \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)    \
 if ((elm)->field.le_next &&    \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)    \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);   \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {     \
 (head)->lh_first = LIST_END(head);    \
```

```
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
     &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
```

```
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
```

```
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
```

```
    (var) != TAILQ_END(head) &&     \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
```

```
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
```

```
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }
```

```
#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
```

```
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
       (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))



#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
```

```
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
```

```
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {       \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {       \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
```

```
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
```

```
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
```

```
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
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* INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT
* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
* DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
```

```
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
```

```
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
```

```
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }        \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}        \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}        \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
```

```
    break;     \
   if ((cmp)(elm, __tmp) < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/         \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
```

```
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}        \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
```

```
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
```

```
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}       \
       \
attr void       \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
```

```
struct type *tmp;      \
while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
    elm != RB_ROOT(head)) {     \
 if (RB_LEFT(parent, field) == elm) {   \
  tmp = RB_RIGHT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = RB_RIGHT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
```

```
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else        \
 RB_ROOT(head) = child;     \
color:         \
if (color == RB_BLACK)      \
 name##_RB_REMOVE_COLOR(head, parent, child);  \
```

```
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
```

```
  return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
        \
/* ARGSUSED */        \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
 return (elm);       \
}         \
```

```
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
```

```
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
```

```
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=alpine-baselayout
pkgver=3.6.8
pkgrel=1
pkgdesc="Alpine base dir structure and init scripts"
url="https://git.alpinelinux.org/cgit/aports/tree/main/alpine-baselayout"
arch="noarch"
license="GPL-2.0-only"
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
```

ab36c676e56ec302178d7166588066
license_expression-30.4.4.tar.gz
"

1.918 musl-utils 1.2.5-r21

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
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pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
```

```
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}
```

```
check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
```

```
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
```

bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```
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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
```

```
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html

```
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
```

```
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
```

```
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
```

```
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)



/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}
```

```
#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
```

```
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))
```

```
#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
```

```
 SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
 struct type *curelm = (head)->sqh_first;  \
 while (curelm->field.sqe_next != (elm))   \
  curelm = curelm->field.sqe_next;  \
 if ((curelm->field.sqe_next =    \
  curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
```

```
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
```

```
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)
```

```
#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);  \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
```

```
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
```

```
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
```

```
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
```

```
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
```

```
 (head)->cqh_first = (elm);    \
 else       \
 (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
 (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
 (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
 (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
 (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
 (var) != CIRCLEQ_ENDC(head);    \
 (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
 (var) != CIRCLEQ_ENDC(head);    \
 (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
```

```
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_first)     \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
    ? ((head)->cqh_last)     \
    :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
```

```
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
```

```
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}
```

```
#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
```

```
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {       \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
```

```
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }         \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}         \
         \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{         \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
 return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
```

```
  __tmp = SPLAY_LEFT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) < 0){   \
   SPLAY_ROTATE_RIGHT(head, __tmp, field); \
   if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) > 0){   \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
       \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
```

```
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
```

```
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }        \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
```

```
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
```

```
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}       \
        \
attr void       \
```

```
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{       \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
 = RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
```

```
 color = RB_COLOR(elm, field);    \
 if (child)     \
  RB_PARENT(child, field) = parent;  \
 if (parent) {     \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else     \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else      \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else     \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else      \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {     \
  left = parent;     \
  do {     \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }      \
 goto color;     \
}       \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)      \
 RB_PARENT(child, field) = parent;   \
if (parent) {      \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else      \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
```

```
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}         \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{         \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}         \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
```

```
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
 }        \
 return (NULL);       \
}         \
         \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
         \
/* ARGSUSED */        \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
```

```
 return (elm);      \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_PREV(struct type *elm)    \
{       \
 if (RB_LEFT(elm, field)) {    \
  elm = RB_LEFT(elm, field);   \
  while (RB_RIGHT(elm, field))   \
   elm = RB_RIGHT(elm, field);   \
 }
 else {      \
  if (RB_PARENT(elm, field) &&   \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {      \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }      \
 }       \
 return (elm);      \
}       \
       \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)   \
{       \
 struct type *tmp = RB_ROOT(head);   \
 struct type *parent = NULL;    \
 while (tmp) {      \
  parent = tmp;     \
  if (val < 0)     \
   tmp = RB_LEFT(tmp, field);   \
  else      \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);     \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
```

```
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
```

```
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.919 cpp 15.2.0-r2

1.919.1 Available under license :

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considered independent and separate works in
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a) Accompany the

work with the complete corresponding
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with a modified version of the library, if
the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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

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Version 3.1, 31 March 2009

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/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
 labels. If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size. */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

```
/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
```

```
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
```

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Version 3.1, 31 March 2009

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```
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to be 4,
 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
```

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1.920 libcap 2.77-r0

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1.930 serde_json 1.0.143

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1.932 protobuf-go 1.36.8

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1.933 gogo-protobuf 1.3.2

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1.934 xxhash 2.3.0

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1.935 cpp 14.2.0-r6

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Version 3.1, 31 March 2009

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<http://www.gnu.org/licenses/>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
labels. If we aren't using
underscores, we are using prefix `.'s to identify labels that should

```
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif
```

```
/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
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  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */
```

```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
 be 4, 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
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1.936 x-net 0.47.0

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1.937 klauspost-compress 1.17.9

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1.940 curl 8.17.0-r1

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1.941 pcre2 10.47-r0

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Email local part: Philip.Hazel
Email domain: gmail.com

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Written by: Zoltan Herczeg
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1.942 ca-certificates 20251003-r0

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pkgname=spdx-licenses

```
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
```

```
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"
```

```
prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests
```

```
build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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 WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
SUCH DAMAGE.
Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"
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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
```

```
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
```

```
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)
```

```
#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
      curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
    (var) != LIST_END(head);     \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&     \
    ((tvar) = LIST_NEXT((var), field), 1);   \
```

```
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
```

```
    &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
     &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
```

```
}

#define SIMPLEQ_HEAD_INITIALIZER(head)    \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)     \
struct {       \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head);    \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
    (var) != SIMPLEQ_END(head) &&    \
    ((next = ((var)->field.sqe_next)), 1);   \
    (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {     \
 (head)->sqh_first = NULL;    \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;    \
 *(head)->sqh_last = (elm);    \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))
```

```
/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))
```

```
#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
```

```
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =    \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
```

```
 (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else        \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else        \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
       (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
       *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
```

```
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
```

```
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))



#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
```

```
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
```

```
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
```

```
 (head)->cqh_first = (elm);    \
 else       \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
 (head)->cqh_last = (elm);    \
 else       \
 (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
 (head)->cqh_first = (elm);    \
 else       \
 (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
 (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
 (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
 (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
 (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
 (var) != CIRCLEQ_ENDC(head);    \
```

```
 (var)
= ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x
```

```
#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}
```

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
```

```
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
```

```
}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
```

```
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
         \
```

```
/* Splay with either the minimum or the maximum element  \
* Used to find minimum or maximum element in tree.  \
*/       \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{       \
 struct type __node, *__left, *__right, *__tmp;  \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
\
 while (1) {      \
  if (__comp < 0) {    \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {   \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp > 0) {   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }      \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))
```

```
#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */  \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {     \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {       \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {    \
 RB_PARENT(elm, field) = parent;    \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;    \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;    \
} while (/*CONSTCOND*/ 0)
```

```
#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
```

```
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
```

```
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
```

```
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
```

```
 }      \
 }      \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}       \
       \
attr struct type *      \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
```

```
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}       \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
```

```
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
```

```
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
```

```
        \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))
```

```
#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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 IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
```

```
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.943 spring-batch-infrastructure 5.2.4

1.943.1 Available under license :

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

```
/*
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* limitations under the License.
*/
```

Found in path(s):
* /spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/infrastructure/aot/InfrastructureRuntimeHints.java
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-

jar/org/springframework/batch/item/database/support/DerbyPagingQueryProvider.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/file/transform/FieldSetFactory.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/function/ConsumerItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/function/FunctionItemProcessor.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/function/SupplierItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/function/package-info.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ldif/RecordMapper.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/queue/BlockingQueueItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/queue/builder/BlockingQueueItemReaderBuilder.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/support/CompositeItemStream.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/repeat/support/ResultHolderResultQueue.java/*

Found
in path(s):
* }
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/Chunk.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ExecutionContext.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemCountAware.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemProcessor.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemReaderException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemStream.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemStreamException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemStreamReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemStreamSupport.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-

jar/org/springframework/batch/item/ItemStreamWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ItemWriterException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/KeyValueItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/NonTransientResourceException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ParseException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/PeekableItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ReaderNotOpenException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/ResourceAware.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/SkipWrapper.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/SpELItemKeyMapper.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/UnexpectedInputException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/WriteFailedException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/WriterNotOpenException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/AbstractMethodInvokingDelegator.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/DynamicMethodInvocationException.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/HippyMethodInvoker.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/ItemProcessorAdapter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/ItemReaderAdapter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/ItemWriterAdapter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/adapter/PropertyExtractingDelegatingItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/amqp/AmqpItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/amqp/AmqpItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/amqp/builder/AmqpItemReaderBuilder.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-

jar/org/springframework/batch/item/amqp/builder/AmqpItemWriterBuilder.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/amqp/builder/package-info.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/avro/AvroItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/avro/AvroItemWriter.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/avro/builder/AvroItemReaderBuilder.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/avro/builder/AvroItemWriterBuilder.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/data/AbstractPaginatedDataItemReader.java/*
/opt/cola/permits/2767696604_1768221389.9861479/0/spring-batch-infrastructure-5-2-4-sources-jar/org/springframework/batch/item/data/MongoCursorItemReader.java/*
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Found
in path(s):
*

1.944 spring-batch-core 5.2.4

1.944.1 Available under license :

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Found in path(s):
* package org.springframework.batch.core.observability;
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jar/org/springframework/batch/core/StartLimitExceededException.java/*
/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-
jar/org/springframework/batch/core/job/flow/FlowExecution.java/*
/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-
jar/org/springframework/batch/core/launch/support/ExitCodeMapper.java/*
/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-
jar/org/springframework/batch/core/partition/support/AbstractPartitionHandler.java/*

/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-jar/org/springframework/batch/core/partition/support/TaskExecutorPartitionHandler.java/*
/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-jar/org/springframework/batch/core/repository/support/SimpleJobRepository.java/*
/opt/cola/permits/2767696595_1768221065.431706/0/spring-batch-core-5-2-4-sources-jar/org/springframework/batch/core/scope/context/JobContext.java/*

Found
in path(s):
* }

1.945 spring-data-jpa 3.5.6

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1.946 spring-aop 6.2.14

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This file maps Internet media types to unique file extension(s).
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/opt/cola/permits/2771735678_1765193482.5452206/0/spring-web-6-2-14-sources-
jar/org/springframework/web/util/pattern/WildcardSegmentsPathElement.java/*

Found
in path(s):
*
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/opt/cola/permits/2771735678_1765193482.5452206/0/spring-web-6-2-14-sources-
jar/org/springframework/http/CacheControl.java/*

Found in path(s):
* org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration
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Found in path(s):
* /spring-web-6-2-14-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration

1.948 spring-beans 6.2.14

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1.952 spring-context 6.2.14

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/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupViewResolver.java/*
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/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/json/MappingJackson2JsonView.java/*

/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/RenderingContext.java/*
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/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/ScriptTemplateView.java/*
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/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/xslt/XsltViewResolver.java/*

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1.954 spring-boot-autoconfigure 3.5.8

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1.956 spring-aspects 6.2.14

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1.957 spring-orm 6.2.14

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1.958 spring-jdbc 6.2.14

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Found in path(s):
* /spring-instrument-6-2-14-sources-jar/org/springframework/instrument/InstrumentationSavingAgent.java

1.971 busybox 1.37.0-r29

1.971.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done
```

```
package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
```

```
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}
```

```
sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}
```

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c68d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
```

```
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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* SUCH DAMAGE.
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and

```
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
```

```
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
```

```
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
```

```
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
```

```
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
```

```
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)
```

```
#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
     == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
```

```
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
```

```
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
```

```
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
      (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
```

```
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
       (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
       *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
```

```
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {       \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
```

```
 (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
```

```
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
```

```
        __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
     (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
```

```
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
```

```
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
```

```
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
```

```
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
```

```
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
```

```
void name##_SPLAY_MINMAX(struct name *, int);   \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */   \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
```

```
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}        \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }       \
 return (NULL);       \
}        \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
```

```
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
```

```
  }     \
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
    break;    \
  }     \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }      \
}       \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)
```

```
#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }        \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else        \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
```

```
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
```

```
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
```

```
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
```

```
   tmp
 = RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
```

```
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
```

```
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:       \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}       \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{       \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}       \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
```

```
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
```

```
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
 return (elm);       \
}         \
         \
/* ARGSUSED */        \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{         \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
 return (elm);       \
}         \
         \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }        \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1
```

```
#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
```

```
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
```

license_expression-30.4.4.tar.gz
"

1.972 nghttp3 1.13.1-r0

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1.973 alpine-baselayout 3.7.1-r8

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Automatically generated by apkbuild-cpan, template 1
Contributor: Francesco Colista <francesco.colista@gmail.com>
Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=" "

```
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
 update_config_sub || return 1
}
build() {
```

```
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
 make || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

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```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
```

```
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends="   "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430  BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

build() {

```
 cd "$builddir"
 python3 setup.py build || return 1
}

package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf  flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73  flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
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```

mini_sendmail - accept email on behalf of real sendmail

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1.974 ncurses 6.5_p20251123-r0

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Files: misc/ncu2openbsd
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Comment: vile: txtmode file-encoding=utf-8
Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
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-- vile:txtmode fc=72
-- $Id: COPYING,v 1.14 2025/01/04 10:53:46 tom Exp $
Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: ncurses-examples
Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>
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Comment: vile: txtmode file-encoding=utf-8

1.975 libunistring 1.4.1-r0

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/* Extract the last component (base name) of a file name.

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE.  */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
 DOUBLE_SLASH_IS_DISTINCT_ROOT
# define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif


/* Return the address of the last file name component of FILENAME.
  If FILENAME has some trailing slash(es), they are considered to be
  part of the last component.
  If FILENAME has no relative file name components because it is a file
  system root, return the empty string.
  Examples:
          FILENAME      RESULT
          "foo.c"       "foo.c"
          "foo/bar.c"   "bar.c"
          "/foo/bar.c"  "bar.c"
          "foo/bar/"    "bar/"
          "foo/bar//"   "bar//"
          "/"           ""
          "//"          ""
          ""            ""
  The return value is a tail of the given FILENAME; do NOT free() it!  */

/* This function was traditionally called 'basename', but we avoid this
  function name because
    * Various platforms have different functions in their libc.
```

```
     In particular, the glibc basename(),
 defined in <string.h>, does
     not consider trailing slashes to be part of the component:
          FILENAME      RESULT
          "foo/bar/"    ""
          "foo/bar//"   ""
   * The 'basename' command eliminates trailing slashes and for a root
     produces a non-empty result:
          FILENAME      RESULT
          "foo/bar/"    "bar"
          "foo/bar//"   "bar"
          "/"           "/"
          "//"          "/"
*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
  Typically FILENAME is the value returned by base_name or last_component.
  Act like strlen (FILENAME), except omit all trailing slashes.  */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;



#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */
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                  Version 3, 29 June 2007

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1.978 sqlite 3.51.1-r0

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autosetup - A build environment "autoconfigurator"

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1.979 spring-boot-configuration-metadata 3.5.8

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1.980 spring-boot-properties-migrator 3.5.8

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1.981 spring-jms 6.2.14

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jar/org/springframework/jms/listener/endpoint/JmsMessageEndpointManager.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/listener/endpoint/StandardJmsActivationSpecFactory.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/JmsAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/JmsHeaderMapper.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/JmsHeaders.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/JmsMessageHeaderAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/JmsUtils.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/QosSettings.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/SimpleJmsHeaderMapper.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MappingJackson2MessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MarshallingMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageConversionException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageType.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessagingMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/SimpleMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-

jar/org/springframework/jms/support/converter/SmartMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/BeanFactoryDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/CachingDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/DestinationResolutionException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/DestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/DynamicDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/JmsDestinationAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/destination/JndiDestinationResolver.java/*

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Found in path(s):
* /spring-jms-6-2-14-sources-jar/org/springframework/jms/IllegalStateException.java

1.982 golang 1.25.5

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```
package copyright

import (
 "bytes"
 "internal/testenv"
 "io"
 "io/fs"
 "os"
 "path/filepath"
 "testing"
)

var copyright = []byte("Copyright")

var permitted = [][]byte{
 []byte("// Code generated by "),
 []byte("// Code generated from "),
 []byte("// Created by cgo -cdefs"),
 []byte("// DO NOT EDIT\n// generated by:"),
 []byte("// Empty assembly file"),
 []byte("// Generated using cgo"),
 []byte("// Original source:\n//\thttp://www.zorinaq.com/papers/md5-amd64.html"), // public domain crypto/md5
 []byte("// created by cgo -cdefs"),
 []byte("// go run mkasm.go"),
 []byte("// mkerrors"),
 []byte("// mksys"),
 []byte("// run\n// Code generated by"), // cmd/compile/internal/test/constFold_test.go
}

func TestCopyright(t *testing.T) {
 buf := make([]byte, 2048)
 filepath.WalkDir(filepath.Join(testenv.GOROOT(t), "src"), func(path string,
 d fs.DirEntry, err error) error {
  if d.IsDir() && (d.Name() == "testdata" || d.Name() == "vendor") {
   return filepath.SkipDir
  }
  switch filepath.Ext(d.Name()) {
  default:
   return nil
  case ".s", ".go":
   // check
  }

  f, err := os.Open(path)
  if err != nil {
   t.Error(err)
   return nil
```

```
 }
 defer f.Close()
 n, err := f.Read(buf)
 if err != nil && err != io.EOF {
  t.Error(err)
  return nil
 }
 b := buf[:n]
 if bytes.Contains(b, copyright) {
  return nil
 }
 for _, ok := range permitted {
  if bytes.HasPrefix(b, ok) {
   return nil
  }
 }
 t.Errorf("%s: missing copyright notice", path)
 return nil
})
}
```

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1.983 apk-tools 3.0.1-r1

1.983.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
```

```
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"
```

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}
```

```
package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
```

```
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
```

```
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.

```
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
```

```
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
     (var) != SLIST_END(head);     \
     (var) = (var)->field.sle_next)
```

```
#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)



/*
```

```
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
```

```
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
```

```
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
```

```
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
```

```
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
```

```
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
```

```
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)  \
 if (*(head)->tqh_last != NULL)    \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)    \
 if ((elm)->field.tqe_next &&    \
    (elm)->field.tqe_next->field.tqe_prev !=  \
    &(elm)->field.tqe_next)    \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__);   \
 if (*(elm)->field.tqe_prev != (elm))   \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)  \
 if ((elm)->field.tqe_next == NULL &&   \
    (head)->tqh_last != &(elm)->field.tqe_next)  \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)   \
 (elm)->field.tqe_next = (void *)1L;   \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {     \
 (head)->tqh_first = TAILQ_END(head);   \
 (head)->tqh_last = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {  \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =  \
     &(elm)->field.tqe_next;   \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);    \
 (elm)->field.tqe_prev = &(head)->tqh_first;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
```

```
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
             (elm2)->field.tqe_next->field.tqe_prev =  \
                 &(elm2)->field.tqe_next;    \
       else       \
             (head)->tqh_last = &(elm2)->field.tqe_next;  \
```

```
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))
```

```
#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
```

```
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }        \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
```

```
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
```

```
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif
```

```
#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
```

```
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
```

```
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
```

```
#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
```

```
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {        \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }         \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}         \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{         \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
```

```
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
```

```
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKLEFT(head, __right, field);  \
   } else if (__comp > 0) {    \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL)    \
     break;     \
    if (__comp > 0) {    \
     SPLAY_ROTATE_LEFT(head, __tmp, field); \
     if (SPLAY_RIGHT((head)->sph_root,
  field) == NULL)\
      break;    \
    }      \
    SPLAY_LINKRIGHT(head, __left, field);  \
   }       \
  }       \
  SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
 }

 #define SPLAY_NEGINF -1
 #define SPLAY_INF 1

 #define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
 #define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
 #define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
 #define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
 #define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
 #define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
     : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

 #define SPLAY_FOREACH(x, name, head)     \
  for ((x) = SPLAY_MIN(name, head);    \
       (x) != NULL;      \
       (x) = SPLAY_NEXT(name, head, x))

 /* Macros that define a red-black tree */
 #define RB_HEAD(name, type)      \
 struct name {        \
  struct type *rbh_root; /* root of the tree */   \
 }

 #define RB_INITIALIZER(root)      \
  {
  NULL }
```

```
#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
```

```
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \
```

```
/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {    \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
```

```
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
```

```
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
```

```
else {       \
 struct type *left;     \
 elm = RB_RIGHT(elm, field);    \
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
```

```
  else      \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
```

```
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{         \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
```

```
 else {      \
  while (RB_PARENT(elm, field) &&   \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
   elm = RB_PARENT(elm, field);  \
  elm = RB_PARENT(elm, field);   \
 }       \
}       \
return (elm);      \
}       \
       \
/* ARGSUSED */       \
attr struct type *      \
name##_RB_PREV(struct type *elm)    \
{       \
 if (RB_LEFT(elm, field)) {    \
  elm = RB_LEFT(elm, field);   \
  while (RB_RIGHT(elm, field))   \
   elm = RB_RIGHT(elm, field);   \
 }
 else {      \
  if (RB_PARENT(elm, field) &&    \
     (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {      \
   while (RB_PARENT(elm, field) &&   \
      (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
   elm = RB_PARENT(elm, field);  \
  elm = RB_PARENT(elm, field);   \
 }       \
}       \
return (elm);      \
}       \
       \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;    \
 while (tmp) {      \
  parent = tmp;     \
  if (val < 0)     \
   tmp = RB_LEFT(tmp, field);   \
  else      \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);     \
}
```

```
#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
```

```
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
```

```
ab36c676e56ec302178d7166588066
 license_expression-30.4.4.tar.gz
"
```

1.984 alpine-base 3.23.0-r0

1.984.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
```

```
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
```

```
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
```

```
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
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SUCH DAMAGE.
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
"

```
builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
```

11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
```

```
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
```

```
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {        \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
     (var) != SLIST_END(head);     \
     (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
     (var) != SLIST_END(head) &&     \
     ((tvar) = SLIST_NEXT((var), field), 1);   \
     (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)
```

```
#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)
```

```
#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
     (elm)->field.le_next->field.le_prev !=   \
     &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif
```

```
#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
     LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
      &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
```

```
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
```

```
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))
```

```
#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&     \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
```

```
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =    \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
```

```
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}
```

```
#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
```

```
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))



#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/
```

```
/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
```

```
 } else {      \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else        \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
```

```
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
```

```
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated
```

```
#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
```

```
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
```

```
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
```

```
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
```

```
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{         \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{         \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }         \
   (head)->sph_root = (elm);      \
   return (NULL);       \
}         \
        \
```

```
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))      \
  return (NULL);     \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {     \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }      \
  return (elm);     \
 }       \
 return (NULL);      \
}       \
       \
void        \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{       \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;      \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
```

```
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
```

```
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);   \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;    \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
```

```
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
```

```
 (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
```

```
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
```

```
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
   }      \
  } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
   }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
```

```
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}        \
if
(elm)       \
 RB_COLOR(elm, field) = RB_BLACK;   \
}        \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
```

```
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else        \
  RB_ROOT(head) = child;     \
color:         \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}         \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{         \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
```

```
 comp = (cmp)(elm, parent);    \
 if (comp < 0)      \
  tmp = RB_LEFT(tmp, field);   \
 else if (comp > 0)     \
  tmp = RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
}       \
RB_SET(elm, parent, field);     \
if (parent != NULL) {      \
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = elm;     \
name##_RB_INSERT_COLOR(head,
elm);    \
return (NULL);       \
}       \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}       \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
```

```
 comp = cmp(elm, tmp);     \
 if (comp < 0) {      \
  res = tmp;     \
  tmp = RB_LEFT(tmp, field);   \
 }       \
 else if (comp > 0)     \
  tmp =
RB_RIGHT(tmp, field);   \
 else       \
  return (tmp);     \
}       \
return (res);       \
}       \
       \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{       \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}       \
       \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{       \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
```

```
  elm = RB_PARENT(elm, field);   \
 else {      \
  while (RB_PARENT(elm, field) &&   \
      (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
   elm = RB_PARENT(elm, field);  \
  elm = RB_PARENT(elm, field);   \
 }       \
}       \
return (elm);       \
}       \
       \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))
```

```
#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}
```

```
check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
```

```
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.985 ca-certificates-bundle 20251003-r0

1.985.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
```

```
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
```

```
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
```

```
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

```
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

```
/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/
```

```
/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
```

```
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)
```

```
/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
```

```
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
     __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
     __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)
```

```
#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
```

```
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)      \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {      \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }
```

```
#define _TAILQ_ENTRY(type, qual)     \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head);     \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&     \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);     \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&     \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
```

```
 elm, field)   \
 if ((head)->tqh_first &&     \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
    (elm)->field.tqe_next->field.tqe_prev !=   \
    &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
    (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
```

```
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
       if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
     TAILQ_END(head))        \
```

```
            (elm2)->field.tqe_next->field.tqe_prev =  \
                &(elm2)->field.tqe_next;    \
        else        \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
        *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {       \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
```

```
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
```

```
 for ((var) = STAILQ_FIRST((head));   \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
```

```
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}
```

```
#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
```

```
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
```

```
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
```

```
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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```

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)      \
```

```
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {        \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
```

```
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else        \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{         \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
```

```
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }        \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }       \
 return (NULL);       \
}       \
       \
void        \
```

```
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
```

```
  __tmp = SPLAY_LEFT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp < 0){    \
   SPLAY_ROTATE_RIGHT(head, __tmp, field); \
   if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKLEFT(head, __right, field);  \
 } else if (__comp > 0) {    \
  __tmp = SPLAY_RIGHT((head)->sph_root, field); \
  if (__tmp == NULL)    \
   break;     \
  if (__comp > 0) {    \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
}       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}
```

```
#define RB_INITIALIZER(root)	\
 {
 NULL }

#define RB_INIT(root) do {	\
 (root)->rbh_root = NULL;	\
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)	\
struct {	\
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {	\
 RB_PARENT(elm, field) = parent;	\
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;	\
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {	\
 RB_COLOR(black, field) = RB_BLACK;	\
 RB_COLOR(red, field)
 = RB_RED;	\
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {	\
 (tmp) = RB_RIGHT(elm, field);	\
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }	\
 RB_AUGMENT(elm);	\
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
```

```
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
  RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else      \
  RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
```

```
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
```

```
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
     tmp = RB_RIGHT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field))  \
     RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
```

```
    break;     \
   }      \
  } else {      \
   tmp = RB_LEFT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
 = RB_LEFT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_LEFT(tmp, field) == NULL ||\
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
     struct type *oright;  \
     if ((oright = RB_RIGHT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }       \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}        \
        \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{        \
 struct type *child, *parent, *old = elm;   \
 int color;       \
```

```
if (RB_LEFT(elm, field) == NULL)    \
 child = RB_RIGHT(elm, field);    \
else if (RB_RIGHT(elm, field) == NULL)    \
 child = RB_LEFT(elm, field);    \
else {        \
 struct type *left;     \
 elm = RB_RIGHT(elm, field);    \
 while ((left = RB_LEFT(elm, field)) != NULL)  \
  elm = left;     \
 child = RB_RIGHT(elm, field);    \
 parent = RB_PARENT(elm, field);    \
 color = RB_COLOR(elm, field);    \
 if (child)      \
  RB_PARENT(child, field) = parent;  \
 if (parent) {      \
  if (RB_LEFT(parent, field) == elm)  \
   RB_LEFT(parent, field) = child;  \
  else      \
   RB_RIGHT(parent, field) = child; \
  RB_AUGMENT(parent);    \
 } else       \
  RB_ROOT(head)
= child;    \
 if (RB_PARENT(elm, field) == old)   \
  parent = elm;     \
 (elm)->field = (old)->field;    \
 if (RB_PARENT(old, field)) {    \
  if (RB_LEFT(RB_PARENT(old, field), field) == old)\
   RB_LEFT(RB_PARENT(old, field), field) = elm;\
  else      \
   RB_RIGHT(RB_PARENT(old, field), field) = elm;\
  RB_AUGMENT(RB_PARENT(old, field));  \
 } else       \
  RB_ROOT(head) = elm;    \
 RB_PARENT(RB_LEFT(old, field), field) = elm;  \
 if (RB_RIGHT(old, field))    \
  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
```

```
 RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
```

```
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
```

```
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
```

```
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))
```

```
#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
(The MIT License)

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```

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 IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
```

```
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.986 alpine-release 3.23.0-r0

1.986.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
```

```
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
```

```
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
```

```
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"

```
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
```

}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba83127006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f8611ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2dacef2092881eded0a2e94f6a07752ef3 tree.h
"
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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
```

```
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif
```

```
/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)
```

```
#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
  struct type *curelm = (head)->slh_first;  \
  while(curelm->field.sle_next != (elm))   \
   curelm = curelm->field.sle_next;  \
  curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {       \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {       \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
```

```
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
    (var) != LIST_END(head);     \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
    (var) != LIST_END(head) &&     \
    ((tvar) = LIST_NEXT((var), field), 1);   \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
 {     \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }        \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
```

```
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
     (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
```

```
 (elm2)->field.le_next->field.le_prev =   \
     &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
```

```
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :      \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {       \
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)     \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)     \
struct {       \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))
```

```
#define TAILQ_FOREACH(var, head, field)     \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head);     \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
     (var) != TAILQ_END(head) &&     \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head);     \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
     (var) != TAILQ_END(head) &&     \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)   \
 if ((head)->tqh_first &&     \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)   \
 if (*(head)->tqh_last != NULL)     \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)     \
 if ((elm)->field.tqe_next &&     \
     (elm)->field.tqe_next->field.tqe_prev !=   \
     &(elm)->field.tqe_next)     \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
      __FILE__, __LINE__);    \
 if (*(elm)->field.tqe_prev != (elm))    \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)   \
 if ((elm)->field.tqe_next == NULL &&    \
     (head)->tqh_last != &(elm)->field.tqe_next)   \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
```

```
    (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)    \
 (elm)->field.tqe_next = (void *)1L;    \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {      \
 (head)->tqh_first = TAILQ_END(head);    \
 (head)->tqh_last = &(head)->tqh_first;    \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
 elm, field) do {   \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
 (elm)->field.tqe_next = TAILQ_END(head);   \
 (elm)->field.tqe_prev = (head)->tqh_last;   \
 *(head)->tqh_last = (elm);     \
 (head)->tqh_last = &(elm)->field.tqe_next;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
    TAILQ_END(head))      \
  (elm)->field.tqe_next->field.tqe_prev =   \
     &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (listelm)->field.tqe_next = (elm);    \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
```

```
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_TAILQ_OP((listelm), field)    \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
 (elm)->field.tqe_next = (listelm);    \
 *(listelm)->field.tqe_prev = (elm);    \
 (listelm)->field.tqe_prev
 = &(elm)->field.tqe_next;  \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
 QUEUEDEBUG_TAILQ_OP((elm), field)    \
 if (((elm)->field.tqe_next) != TAILQ_END(head))   \
  (elm)->field.tqe_next->field.tqe_prev =   \
     (elm)->field.tqe_prev;    \
 else       \
  (head)->tqh_last = (elm)->field.tqe_prev;  \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
               &(elm2)->field.tqe_next;    \
      else       \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
```

```
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
```

```
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
      (elm), __FILE__, __LINE__);   \
```

```
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
struct name {        \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {        \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
```

```
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
```

```
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
      (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
      (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
```

```
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver
```

```
replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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```

```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
```

```
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
```

```
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
```

```
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
}        \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{        \
 name##_SPLAY_MINMAX(head, val);     \
       return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *        \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{        \
   if (SPLAY_EMPTY(head)) {      \
     SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
   } else {        \
     int __comp;       \
     name##_SPLAY(head, elm);     \
     __comp = (cmp)(elm, (head)->sph_root);   \
     if(__comp < 0) {      \
      SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
      SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
      SPLAY_LEFT((head)->sph_root, field) = NULL;  \
     } else if (__comp > 0) {     \
      SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
      SPLAY_LEFT(elm, field) = (head)->sph_root;  \
      SPLAY_RIGHT((head)->sph_root, field) = NULL; \
     } else       \
      return ((head)->sph_root);    \
   }        \
```

```
  (head)->sph_root = (elm);      \
  return (NULL);       \
}        \
        \
struct type *        \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{        \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
  (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}        \
        \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
```

```
  if (__tmp == NULL)    \
   break;     \
  if ((cmp)(elm, __tmp) > 0){   \
   SPLAY_ROTATE_LEFT(head, __tmp, field); \
   if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
    break;    \
  }      \
  SPLAY_LINKRIGHT(head, __left, field);  \
 }       \
 }       \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}        \
        \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/        \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{        \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
  field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
```

```
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
      (x) != NULL;      \
      (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)      \
struct name {        \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)      \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)       \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
```

```
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
```

```
  RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else      \
  RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
 (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{         \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
```

```
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_RIGHT(parent, field) == elm) {  \
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
```

```
  }     \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_RIGHT(tmp, field) == NULL || \
       RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft;  \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
    }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }     \
 } else {     \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }     \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
   } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
```

```
        != NULL)   \
      RB_COLOR(oright, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_LEFT(head, tmp, oright, field);\
     tmp = RB_LEFT(parent, field); \
    }     \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field))  \
     RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head);   \
    break;     \
   }      \
  }       \
 }        \
 if
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
```

```
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
   do {      \
    RB_AUGMENT(left);   \
   } while ((left = RB_PARENT(left, field)) != NULL); \
  }       \
  goto color;      \
 }        \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
```

```
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
   RB_RIGHT(parent, field) = elm;   \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
```

```
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }        \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
```

```
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))
```

```
#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
```

```
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
```

```
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.987 alpine-baselayout-data 3.7.1-r8

1.987.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
```

```
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test
}

package() {
 cd "$_builddir"
 make
 DESTDIR="$pkgdir" install || return 1
 find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35  Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

_builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 cd "$_builddir"
```

```
 update_config_sub || return 1
}
build() {
 cd "$_builddir"
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
 make || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

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Automatically generated by apkbuild-cpan, template 1
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pkgname=perl-bsd-resource

```
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends="    "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
 cd "$_builddir"
 export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
 make && make test || return 1
}

package() {
 cd "$_builddir"
 make DESTDIR="$pkgdir" install || return 1
 find "$pkgdir"
 \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012  BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06  BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430  BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="flake8"
makedepends="python3-dev"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"

```
builddir="$srcdir"/$_pkgname-$pkgver

build() {
 cd "$builddir"
 python3 setup.py build || return 1
}

package() {
 cd "$builddir"
 python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

md5sums="c6348990c6d74933bf5d5f6a55a14bdf  flake8-copyright-0.2.0.tar.gz"
sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73  flake8-copyright-
0.2.0.tar.gz"
sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e
2417b586e543bfba12abce256b2023c8c4993eeb90
  flake8-copyright-0.2.0.tar.gz"
```

mini_sendmail - accept email on behalf of real sendmail

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1.988 ssl-client 1.37.0-r29

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Julian Seward, Cambridge, UK.
jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of
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```

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1.990 libncursesw 6.5_p20251123-r0

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-- vile: txtmode file-encoding=utf-8
Upstream source https://invisible-island.net/ncurses/ncurses.html
This package is used for testing builds of ncurses.

Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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-- vile:txtmode fc=72
-- $Id: COPYING,v 1.10 2021/01/01 09:54:30 tom Exp $
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-- vile: txtmode file-encoding=utf-8

1.991 libucontext 1.3.3-r0

1.991.1 Available under license :

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1.992 musl-obstack 1.2.3-r2

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1.993 lz4-java 1.8.1

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
* /lz4-java-1-8-1-sources-jar/META-INF/maven/at.yawk.lz4/lz4-java/pom.xml
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/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/lz4/LZ4BlockInputStream.javapackage net.jpountz.lz4;
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/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/xxhash/XXHash64.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/xxhash/XXHash64JNI.javapackage net.jpountz.xxhash;

/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/xxhash/XXHashConstants.javapackage net.jpountz.xxhash;
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/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/xxhash/XXHashJNI.javapackage
net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/xxhash/package.html<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/overview.html<!--

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1.994 x-sys 0.39.0

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1.995 x-sync 0.19.0

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1.1004 gcompat 1.1.0-r4

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1.1007 libstdc++ 15.2.0-r2

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/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
 labels. If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size. */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

```
/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
```

```
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
```

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```
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to be 4,
 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif



#endif /* __VTV_H__ */
```

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1.1008 libgcc 15.2.0-r2

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mach_override lib/interception/mach_override

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<http://www.gnu.org/licenses/>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

```
/* Prefix for internally generated assembler
 labels.  If we aren't using
  underscores, we are using prefix `.'s to identify labels that should
  be ignored, as in `i386/gas.h' --karl@cs.umb.edu  */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size.  */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t"  /* Should not be used for 32bit compilation.  */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
  #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */


/* Define the syntax of labels and symbol definitions/declarations.  */

/* This is how to output an assembler line
  that says to advance the location counter by SIZE bytes.  */

#define ASM_OUTPUT_SKIP(FILE,SIZE)  \
 fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations.  */

/* This says how to output an assembler line
  to define a global common symbol.  */

#define
 ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".comm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
  to define a local common symbol.  */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED)  \
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT)  \
```

```
( fputs (".lcomm ", (FILE)),   \
 assemble_name ((FILE), (NAME)),  \
 fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
  that says to advance the location counter
  to a multiple of 2**LOG bytes.  */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
 if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
  the symbol_ref name of an internal numbered
 label where
  PREFIX is the class of label and NUM is the number within the class.
  This is suitable for output with `assemble_name'.  */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
   sprintf ((BUF), "*%s%ld", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols.  */

#define USER_LABEL_PREFIX "_"
```

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  Foundation, Inc., 51 Franklin Street - Fifth Floor, Boston, MA
  02110-1301, USA.  */


#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
  difficult for the compiler to generate a call to this.  These are
  used as arguments to the function __VLTChangePermission, declared
  below.  */
#define __VLTP_READ_ONLY  0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size.  */
#define VTV_PAGE_SIZE 4096
#else
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to be 4,
 16 or 64 KiB.
  For now, only the default page size of 16KiB is supported.  */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
```

#endif

#endif /* __VTV_H__ */
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1.1010 nspr 4.36-r0

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pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
```

```
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
```

```
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
```

```
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
```

```
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

```
package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
 cdefs.h
 queue.h
 tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"
```

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

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```
*
* @(#)queue.h 8.5 (Berkeley) 8/20/94
*/

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list.  Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction.  Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
```

```
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere.  This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type)      \
struct name {       \
 struct type *slh_first; /* first
 element */   \
}

#define SLIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define SLIST_ENTRY(type)      \
struct {       \
 struct type *sle_next; /* next element */   \
}

/*
* Singly-linked List access methods.
*/
```

```
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head)  NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)     \
 for((var) = (head)->slh_first;     \
    (var) != SLIST_END(head);     \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = SLIST_FIRST((head));    \
    (var) != SLIST_END(head) &&     \
    ((tvar) = SLIST_NEXT((var), field), 1);   \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do {      \
 (head)->slh_first = SLIST_END(head);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {   \
 (elm)->field.sle_next = (slistelm)->field.sle_next;  \
 (slistelm)->field.sle_next
 = (elm);    \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {   \
 (elm)->field.sle_next = (head)->slh_first;   \
 (head)->slh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {   \
 (slistelm)->field.sle_next =     \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do {    \
 (head)->slh_first = (head)->slh_first->field.sle_next;  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do {   \
 if ((head)->slh_first == (elm)) {    \
  SLIST_REMOVE_HEAD((head), field);   \
 }       \
 else {       \
```

```
 struct type *curelm = (head)->slh_first;  \
 while(curelm->field.sle_next != (elm))   \
  curelm = curelm->field.sle_next;  \
 curelm->field.sle_next =    \
     curelm->field.sle_next->field.sle_next;  \
 }       \
} while (/*CONSTCOND*/0)


/*
* List definitions.
 */
#define LIST_HEAD(name, type)      \
struct name {        \
 struct type *lh_first; /* first element */   \
}

#define LIST_HEAD_INITIALIZER(head)     \
 { NULL }

#define LIST_ENTRY(type)      \
struct {        \
 struct type *le_next; /* next element */   \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head)  ((head)->lh_first)
#define LIST_END(head)   NULL
#define LIST_EMPTY(head)  ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field)  ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)     \
 for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);     \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&     \
     ((tvar) = LIST_NEXT((var), field), 1);   \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {     \
 LIST_INIT((head2));      \
 if (!LIST_EMPTY((head1)))
```

```
 {    \
  (head2)->lh_first = (head1)->lh_first;   \
  LIST_INIT((head1));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)   \
 if ((head)->lh_first &&      \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
  QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field)     \
 if ((elm)->field.le_next &&     \
    (elm)->field.le_next->field.le_prev !=   \
    &(elm)->field.le_next)     \
  QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm),  \
      __FILE__, __LINE__);    \
 if (*(elm)->field.le_prev != (elm))    \
  QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm),  \
      __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)    \
 (elm)->field.le_next = (void *)1L;    \
 (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do {      \
 (head)->lh_first = LIST_END(head);    \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 if (((elm)->field.le_next = (listelm)->field.le_next) !=  \
    LIST_END(head))      \
  (listelm)->field.le_next->field.le_prev =  \
     &(elm)->field.le_next;    \
 (listelm)->field.le_next = (elm);    \
 (elm)->field.le_prev = &(listelm)->field.le_next;  \
} while (/*CONSTCOND*/0)
```

```
#define LIST_INSERT_BEFORE(listelm, elm, field) do {   \
 QUEUEDEBUG_LIST_OP((listelm), field)    \
 (elm)->field.le_prev = (listelm)->field.le_prev;  \
 (elm)->field.le_next = (listelm);    \
 *(listelm)->field.le_prev = (elm);    \
 (listelm)->field.le_prev = &(elm)->field.le_next;  \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do {    \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field)  \
 if (((elm)->field.le_next
 = (head)->lh_first) != LIST_END(head))\
  (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
 (head)->lh_first = (elm);     \
 (elm)->field.le_prev = &(head)->lh_first;   \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do {     \
 QUEUEDEBUG_LIST_OP((elm), field)    \
 if ((elm)->field.le_next != NULL)    \
  (elm)->field.le_next->field.le_prev =    \
      (elm)->field.le_prev;    \
 *(elm)->field.le_prev = (elm)->field.le_next;   \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do {    \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
  (elm2)->field.le_next->field.le_prev =   \
      &(elm2)->field.le_next;    \
 (elm2)->field.le_prev = (elm)->field.le_prev;   \
 *(elm2)->field.le_prev = (elm2);    \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type)     \
struct name {        \
 struct
 type *sqh_first; /* first element */   \
 struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).sqh_first }
```

```
#define SIMPLEQ_ENTRY(type)      \
struct {        \
 struct type *sqe_next; /* next element */   \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head)  ((head)->sqh_first)
#define SIMPLEQ_END(head)  NULL
#define SIMPLEQ_EMPTY(head)  ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head);     \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->sqh_first);    \
     (var) != SIMPLEQ_END(head) &&    \
     ((next = ((var)->field.sqe_next)), 1);   \
     (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do {      \
 (head)->sqh_first = NULL;     \
 (head)->sqh_last
 = &(head)->sqh_first;    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
 (head)->sqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.sqe_next = NULL;     \
 *(head)->sqh_last = (elm);     \
 (head)->sqh_last = &(elm)->field.sqe_next;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL)\
  (head)->sqh_last = &(elm)->field.sqe_next;  \
```

```
 (listelm)->field.sqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
  (head)->sqh_last = &(head)->sqh_first;   \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do {   \
 if
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
    == NULL)       \
  (head)->sqh_last = &(elm)->field.sqe_next;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->sqh_first == (elm)) {    \
  SIMPLEQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->sqh_first;  \
  while (curelm->field.sqe_next != (elm))   \
   curelm = curelm->field.sqe_next;  \
  if ((curelm->field.sqe_next =    \
   curelm->field.sqe_next->field.sqe_next) == NULL) \
      (head)->sqh_last = &(curelm)->field.sqe_next; \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do {    \
 if (!SIMPLEQ_EMPTY((head2))) {     \
  *(head1)->sqh_last = (head2)->sqh_first;  \
  (head1)->sqh_last = (head2)->sqh_last;  \
  SIMPLEQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field)     \
 (SIMPLEQ_EMPTY((head)) ?      \
  NULL :       \
       ((struct type
 *)(void *)    \
  ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
* Tail queue definitions.
*/
#define _TAILQ_HEAD(name, type, qual)     \
struct name {        \
```

```
 qual type *tqh_first;  /* first element */  \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head)    \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual)    \
struct {        \
 qual type *tqe_next;  /* next element */  \
 qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
* Tail queue access methods.
*/
#define TAILQ_FIRST(head)  ((head)->tqh_first)
#define TAILQ_END(head)   (NULL)
#define TAILQ_NEXT(elm, field)  ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (*(((struct headname *)(void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
 (*(((struct headname
 *)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head)  (TAILQ_FIRST(head) == TAILQ_END(head))


#define TAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head);    \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next)   \
 for ((var) = ((head)->tqh_first);    \
    (var) != TAILQ_END(head) &&    \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field)  \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head);    \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname);   \
    (var) != TAILQ_END(head) &&    \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))
```

```
/*
* Tail queue functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
 elm, field)  \
 if ((head)->tqh_first &&    \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)  \
 if (*(head)->tqh_last != NULL)    \
  QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field)    \
 if ((elm)->field.tqe_next &&    \
    (elm)->field.tqe_next->field.tqe_prev !=  \
    &(elm)->field.tqe_next)    \
  QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
     __FILE__, __LINE__);   \
 if (*(elm)->field.tqe_prev != (elm))   \
  QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
     __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)  \
 if ((elm)->field.tqe_next == NULL &&   \
    (head)->tqh_last != &(elm)->field.tqe_next)  \
  QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
     (head), (elm), __FILE__,
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)   \
 (elm)->field.tqe_next = (void *)1L;   \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do {     \
 (head)->tqh_first = TAILQ_END(head);   \
 (head)->tqh_last = &(head)->tqh_first;   \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do {  \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field)  \
```

```
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
  (head)->tqh_first->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
 else       \
  (head)->tqh_last = &(elm)->field.tqe_next;  \
 (head)->tqh_first = (elm);     \
 (elm)->field.tqe_prev = &(head)->tqh_first;   \
 } while (/*CONSTCOND*/0)

 #define TAILQ_INSERT_TAIL(head,
  elm, field) do {   \
  QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field)  \
  (elm)->field.tqe_next = TAILQ_END(head);   \
  (elm)->field.tqe_prev = (head)->tqh_last;   \
  *(head)->tqh_last = (elm);     \
  (head)->tqh_last = &(elm)->field.tqe_next;   \
 } while (/*CONSTCOND*/0)

 #define TAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
  QUEUEDEBUG_TAILQ_OP((listelm), field)    \
  if (((elm)->field.tqe_next = (listelm)->field.tqe_next) !=  \
     TAILQ_END(head))      \
   (elm)->field.tqe_next->field.tqe_prev =   \
      &(elm)->field.tqe_next;    \
  else       \
   (head)->tqh_last = &(elm)->field.tqe_next;  \
  (listelm)->field.tqe_next = (elm);    \
  (elm)->field.tqe_prev = &(listelm)->field.tqe_next;  \
 } while (/*CONSTCOND*/0)

 #define TAILQ_INSERT_BEFORE(listelm, elm, field) do {   \
  QUEUEDEBUG_TAILQ_OP((listelm), field)    \
  (elm)->field.tqe_prev = (listelm)->field.tqe_prev;  \
  (elm)->field.tqe_next = (listelm);    \
  *(listelm)->field.tqe_prev = (elm);    \
  (listelm)->field.tqe_prev
  = &(elm)->field.tqe_next;  \
 } while (/*CONSTCOND*/0)

 #define TAILQ_REMOVE(head, elm, field) do {    \
  QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field)  \
  QUEUEDEBUG_TAILQ_OP((elm), field)    \
  if (((elm)->field.tqe_next) != TAILQ_END(head))   \
   (elm)->field.tqe_next->field.tqe_prev =   \
      (elm)->field.tqe_prev;    \
  else       \
   (head)->tqh_last = (elm)->field.tqe_prev;  \
  *(elm)->field.tqe_prev = (elm)->field.tqe_next;   \
```

```
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do {   \
      if (((elm2)->field.tqe_next = (elm)->field.tqe_next) !=  \
    TAILQ_END(head))        \
            (elm2)->field.tqe_next->field.tqe_prev =  \
                &(elm2)->field.tqe_next;    \
      else        \
            (head)->tqh_last = &(elm2)->field.tqe_next;  \
      (elm2)->field.tqe_prev = (elm)->field.tqe_prev;   \
      *(elm2)->field.tqe_prev = (elm2);    \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field);   \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do {    \
 if (!TAILQ_EMPTY(head2)) {     \
  *(head1)->tqh_last = (head2)->tqh_first;  \
  (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
  (head1)->tqh_last = (head2)->tqh_last;   \
  TAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

/*
* Singly-linked Tail queue declarations.
*/
#define STAILQ_HEAD(name, type)      \
struct name {        \
 struct type *stqh_first; /* first element */  \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)     \
 { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
struct {        \
 struct type *stqe_next; /* next element */   \
}

/*
* Singly-linked Tail queue access methods.
*/
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
```

```
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
 == STAILQ_END(head))

/*
* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do {      \
 (head)->stqh_first = NULL;     \
 (head)->stqh_last = &(head)->stqh_first;    \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {   \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (head)->stqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {   \
 (elm)->field.stqe_next = NULL;     \
 *(head)->stqh_last = (elm);     \
 (head)->stqh_last = &(elm)->field.stqe_next;   \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL)\
  (head)->stqh_last = &(elm)->field.stqe_next;  \
 (listelm)->field.stqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do {    \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next)
 == NULL) \
  (head)->stqh_last = &(head)->stqh_first;   \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do {   \
 if ((head)->stqh_first == (elm)) {    \
  STAILQ_REMOVE_HEAD((head), field);   \
 } else {       \
  struct type *curelm = (head)->stqh_first;  \
  while (curelm->field.stqe_next != (elm))   \
   curelm = curelm->field.stqe_next;  \
  if ((curelm->field.stqe_next =    \
   curelm->field.stqe_next->field.stqe_next) == NULL) \
      (head)->stqh_last = &(curelm)->field.stqe_next; \
 }       \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->stqh_first);    \
  (var);       \
  (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar)   \
 for ((var) = STAILQ_FIRST((head));    \
     (var) && ((tvar) = STAILQ_NEXT((var), field), 1);  \
     (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do {    \
 if (!STAILQ_EMPTY((head2))) {     \
  *(head1)->stqh_last
 = (head2)->stqh_first;  \
  (head1)->stqh_last = (head2)->stqh_last;  \
  STAILQ_INIT((head2));     \
 }       \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field)     \
 (STAILQ_EMPTY((head)) ?      \
  NULL :      \
        ((struct type *)(void *)    \
  ((char *)((head)->stqh_last) - offsetof(struct type, field))))


#ifndef _KERNEL
/*
* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type():  We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()).  Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/
```

```
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)    \
 if ((head)->cqh_first != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
       __FILE__, __LINE__);    \
 if ((head)->cqh_last != CIRCLEQ_ENDC(head) &&   \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
  QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
       __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_last != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ
 elm last %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }       \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) {  \
  if ((head)->cqh_first != (elm))    \
   QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 } else {       \
  if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
   QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
       (elm), __FILE__, __LINE__);   \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)   \
 (elm)->field.cqe_next = (void *)1L;    \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type)     \
```

```
struct name {       \
 struct type *cqh_first;  /*
 first element */  \
 struct type *cqh_last;  /* last element */  \
}

#define CIRCLEQ_HEAD_INITIALIZER(head)     \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type)      \
struct {       \
 struct type *cqe_next;  /* next element */  \
 struct type *cqe_prev;  /* previous element */  \
}

/*
* Circular queue functions.
*/
#define CIRCLEQ_INIT(head) do {      \
 (head)->cqh_first = CIRCLEQ_END(head);    \
 (head)->cqh_last = CIRCLEQ_END(head);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm)->field.cqe_next;  \
 (elm)->field.cqe_prev = (listelm);    \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm);    \
 else       \
  (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
 listelm, elm, field) do {  \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field)  \
 (elm)->field.cqe_next = (listelm);    \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev;  \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm);    \
 else       \
  (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm);    \
} while (/*CONSTCOND*/0)
```

```
#define CIRCLEQ_INSERT_HEAD(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next = (head)->cqh_first;   \
 (elm)->field.cqe_prev = CIRCLEQ_END(head);   \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head))   \
  (head)->cqh_last = (elm);    \
 else       \
  (head)->cqh_first->field.cqe_prev = (elm);  \
 (head)->cqh_first = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do {   \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 (elm)->field.cqe_next
 = CIRCLEQ_END(head);   \
 (elm)->field.cqe_prev = (head)->cqh_last;   \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head))   \
  (head)->cqh_first = (elm);    \
 else       \
  (head)->cqh_last->field.cqe_next = (elm);  \
 (head)->cqh_last = (elm);     \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do {    \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field)    \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field)   \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head))  \
  (head)->cqh_last = (elm)->field.cqe_prev;  \
 else       \
  (elm)->field.cqe_next->field.cqe_prev =   \
     (elm)->field.cqe_prev;    \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))  \
  (head)->cqh_first = (elm)->field.cqe_next;  \
 else       \
  (elm)->field.cqe_prev->field.cqe_next =   \
     (elm)->field.cqe_next;    \
 QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field)   \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field)    \
 for ((var) = ((head)->cqh_first);    \
  (var) != CIRCLEQ_ENDC(head);    \
  (var)
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field)   \
 for ((var) = ((head)->cqh_last);    \
  (var) != CIRCLEQ_ENDC(head);    \
```

```
  (var) = ((var)->field.cqe_prev))

/*
* Circular queue access methods.
*/
#define CIRCLEQ_FIRST(head)  ((head)->cqh_first)
#define CIRCLEQ_LAST(head)  ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head)  (__launder_type(head))
/* For assignments */
#define CIRCLEQ_END(head)  ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head)      \
   (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field)    \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_first)     \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field)    \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head))   \
     ? ((head)->cqh_last)     \
     :
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"                  # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility
```

```
build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef  __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct)     fct
#endif

#endif /* _SYS_CDEFS_H_ */
```

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/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
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```
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*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
```

```
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
```

```
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{         \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}         \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{         \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else        \
  elm = NULL;      \
 return (elm);       \
}         \
        \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
```

```
{       \
 name##_SPLAY_MINMAX(head, val);    \
      return (SPLAY_ROOT(head));    \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {      \
    int __comp;       \
    name##_SPLAY(head, elm);    \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {    \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else      \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);     \
  return (NULL);      \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;     \
 if (SPLAY_EMPTY(head))     \
  return (NULL);     \
 name##_SPLAY(head, elm);    \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
```

```
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);       \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
         \
/* Splay with either the minimum or the maximum element   \
* Used to find minimum or maximum element in tree.   \
*/         \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
```

```
{       \
 struct type __node, *__left, *__right, *__tmp;   \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while (1) {       \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp < 0){    \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if (__comp > 0) {    \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)     \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;      \
```

```
    (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif
```

```
#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else       \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
```

```
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void       \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{       \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
  } else {      \
   tmp = RB_LEFT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
```

```
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_LEFT(parent, field) == elm)
  {  \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_LEFT(head, gparent, tmp, field); \
  }       \
 }        \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}         \
         \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{         \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
         != NULL)   \
      RB_COLOR(oleft, field) = RB_BLACK;\
     RB_COLOR(tmp, field) = RB_RED; \
     RB_ROTATE_RIGHT(head, tmp, oleft, field);\
```

```
    tmp = RB_RIGHT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_RIGHT(tmp, field))  \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_LEFT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 } else {      \
  tmp = RB_LEFT(parent, field);   \
  if (RB_COLOR(tmp, field) == RB_RED) {  \
   RB_SET_BLACKRED(tmp, parent, field); \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp
= RB_LEFT(parent, field);  \
  }      \
  if ((RB_LEFT(tmp, field) == NULL ||  \
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
      (RB_RIGHT(tmp, field) == NULL ||  \
      RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
   RB_COLOR(tmp, field) = RB_RED;  \
   elm = parent;    \
   parent = RB_PARENT(elm, field);  \
  } else {     \
   if (RB_LEFT(tmp, field) == NULL || \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright;  \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL)   \
     RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
   }     \
   RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
   RB_COLOR(parent, field) = RB_BLACK; \
   if (RB_LEFT(tmp, field))  \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   elm = RB_ROOT(head);   \
   break;     \
  }      \
 }       \
}       \
if
```

```
 (elm)       \
  RB_COLOR(elm, field) = RB_BLACK;   \
}         \
         \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{         \
 struct type *child, *parent, *old = elm;   \
 int color;       \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {        \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
   RB_PARENT(RB_RIGHT(old, field), field) = elm; \
  if (parent) {      \
   left = parent;     \
```

```
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}        \
parent = RB_PARENT(elm, field);     \
color = RB_COLOR(elm, field);     \
if (child)       \
 RB_PARENT(child, field) = parent;   \
if (parent) {       \
 if (RB_LEFT(parent, field) == elm)   \
  RB_LEFT(parent, field) = child;   \
 else       \
  RB_RIGHT(parent,
field) = child;  \
 RB_AUGMENT(parent);     \
} else       \
 RB_ROOT(head) = child;     \
color:        \
if (color == RB_BLACK)      \
 name##_RB_REMOVE_COLOR(head, parent, child);  \
return (old);       \
}        \
       \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
  if (comp < 0)      \
   RB_LEFT(parent, field) = elm;   \
  else       \
```

```
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}         \
        \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}         \
        \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{         \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (res);       \
}         \
```

```
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
attr struct type *       \
name##_RB_MINMAX(struct name *head, int val)    \
```

```
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
```

```
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
```

Software-License-0.104007.tar.gz
"
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IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
Contributor: Dhruvin Gandhi <contact@dhru.vin>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

```
check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.1012 py3-pip 25.1.1-r1

1.1012.1 Available under license :

UNRECOGNIZED LICENSE; MD5 sum: b0eaf0c960a0f5d744339da436682707
UNRECOGNIZED LICENSE; MD5 sum: 45874240865793abc3a77b0bbdf3dc51
UNRECOGNIZED LICENSE; MD5 sum: 856bd8901cf18d4edc40b86012a95b26
UNRECOGNIZED LICENSE; MD5 sum: d2e8c3bce80da2a2e51cffd44205a7b1
UNRECOGNIZED LICENSE; MD5 sum: 89c981cb43c0c7a860b8a18449e92a38
UNRECOGNIZED LICENSE; MD5 sum: f7cacecf6ff92c07405436643ace4302
PKu5Z\&#license.dist-0.2.dist-info/METADATAUT ggux]MN@s
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%W6Q:'nl|^?t){u-{Z0XPKa5Zhb'!license.dist-0.2.dist-info/RECORDUT ggux}r03I,HZK
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}g7.hl[zMeH4 TQzI9 +g\v7+L? iOU{RC3;>>p_,7:N-f@]i#
;_*bl-X,sZzoI]4a%JQy+KI(:d=^Su`t5U@d"R7PK
d#A~XY@@ license.dist-0.2.dist-info/WHEELUT FDPmguxWheel-Version: 0.1
Packager: bdist_wheel
Root-Is-Purelib: true

PK
o@licensedist/__init__.pyUT PBmguxPKu5Z\&#license.dist-0.2.dist-
info/METADATAUTguxPKa5Zhb'!)license.dist-0.2.dist-info/RECORDUTguxPK5d#Ahr6s%Vlicense.dist-0.2.dist-
info/RECORD.jwsUTDPuxPK
d#A~XY@@ license.dist-0.2.dist-info/WHEELUTFDPuxPK
o@licensedist/__init__.pyUTPuxPK
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see https://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
Foundation (PSF, see http://www.python.org/psf/) was formed, a
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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes

1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
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a brief summary of
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

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

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

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

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1
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1.1014 py3-setuptools 80.9.0-r2

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

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

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

All

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

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

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

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

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

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

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

Footnotes:

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

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

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

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

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
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2.6.5	2.6.4	2010	PSF	yes
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2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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

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

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
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1.1019 spring-security-taglibs 6.5.7

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1.1020 shadow 4.18.0-r0

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1.1021 x-crypto 0.46.0

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1.1022 commons-lang 2.6

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1.1024 lz4 4.1.21

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1.1026 libproc2 4.0.5-r0

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small

inline
functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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1.1028 wget 1.25.0-r2

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE.  */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif

#include <stddef.h>

#ifndef
 DOUBLE_SLASH_IS_DISTINCT_ROOT
# define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif



/* Return the address of the last file name component of FILENAME.
  If FILENAME has some trailing slash(es), they are considered to be
  part of the last component.
  If FILENAME has no relative file name components because it is a file
  system root, return the empty string.
  Examples:
          FILENAME      RESULT
          "foo.c"       "foo.c"
          "foo/bar.c"   "bar.c"
          "/foo/bar.c"  "bar.c"
          "foo/bar/"    "bar/"
          "foo/bar//"   "bar//"
          "/"           ""
          "//"          ""
          ""            ""
  The return value is a tail of the given FILENAME; do NOT free() it!  */
```

```
/* This function was traditionally called 'basename', but we avoid this
  function name because
    * Various platforms have different functions in their libc.
      In particular, the glibc basename(),
 defined in <string.h>, does
      not consider trailing slashes to be part of the component:
            FILENAME      RESULT
            "foo/bar/"    ""
            "foo/bar//"   ""
    * The 'basename' command eliminates trailing slashes and for a root
      produces a non-empty result:
            FILENAME      RESULT
            "foo/bar/"    "bar"
            "foo/bar//"   "bar"
            "/"           "/"
            "//"          "/"
*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

/* Return the length of the basename FILENAME.
  Typically FILENAME is the value returned by base_name or last_component.
  Act like strlen (FILENAME), except omit all trailing slashes.  */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;



#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */
```

1.1029 drill 1.8.4-r1

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1.1031 htop 3.4.1-r1

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1.1032 libcurl 8.17.0-r1

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1.1033 netty-codec-http 4.1.129.Final

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-http
Built-By: root
Bnd-LastModified: 1765488223559
Specification-Title: Netty/Codec/HTTP
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optiona
l,com.jcraft.jzlib;resolution:=optional,io.netty.buffer;version="[4.1
,5)",io.netty.channel;version="[4.1,5)",io.netty.channel.embedded;ver

sion="[4.1,5)",io.netty.handler.codec;version="[4.1,5)",io.netty.hand
ler.codec.base64;version="[4.1,5)",io.netty.handler.codec.compression
;version="[4.1,5)",io.netty.handler.codec.http,io.netty.handler.codec
.http.cookie,io.netty.handler.codec.http.websocketx,io.netty.handler.
codec.http.websocketx.extensions,io.netty.handler.ssl;version="[4.1,5
)",io.netty.handler.stream;version="[4.1,5)",io.netty.util;version="[
4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.inte
rnal;version="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5
)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,
2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resol
ution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)";re
solution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.handler.codec.http;uses:="io.netty.buffer,io.
netty.channel,io.netty.channel.embedded,io.netty.handler.codec,io.net
ty.handler.codec.compression,io.netty.handler.codec.http.cookie,io.ne
tty.handler.stream,io.netty.util";version="4.1.129",io.netty.handler.
codec.http.cookie;version="4.1.129",io.netty.handler.codec.http.cors;
uses:="io.netty.channel,io.netty.handler.codec.http";version="4.1.129
",io.netty.handler.codec.http.multipart;uses:="io.netty.buffer,io.net
ty.channel,io.netty.handler.codec,io.netty.handler.codec.http,io.nett
y.handler.stream,io.netty.util";version="4.1.129",io.netty.handler.co
dec.http.websocketx;uses:="io.netty.buffer,io.netty.channel,io.netty.
handler.codec,io.netty.handler.codec.http,io.netty.handler.stream,io.
netty.util,io.netty.util.internal.logging";version="4.1.129",io.netty
.handler.codec.http.websocketx.extensions;uses:="io.netty.channel,io.
netty.handler.codec,io.netty.handler.codec.http,io.netty.handler.code
c.http.websocketx";version="4.1.129",io.netty.handler.codec.http.webs
ocketx.extensions.compression;uses:="io.netty.channel,io.netty.handle
r.codec.http.websocketx.extensions";version="4.1.129",io.netty.handle
r.codec.rtsp;uses:="io.netty.buffer,io.netty.channel,io.netty.handler
.codec.http,io.netty.util";version="4.1.129",io.netty.handler.codec.s
pdy;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io
.netty.handler.codec.http,io.netty.util";version="4.1.129"
Bundle-Name: Netty/Codec/HTTP
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Codec/HTTP
Bundle-Description:
Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec.http
Implementation-Version: 4.1.129.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project

Bundle-Version: 4.1.129.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_472
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-codec-http/

Found in path(s):
* /netty-codec-http-4-1-129-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/io/netty/handler/codec/http/QueryStringEncoder.class encodeUtf8ComponentSlow

Found in path(s):
*

1.1034 tre 0.8.0-r2

1.1034.1 Available under license :

```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=smartmontools
pkgver=7.5
pkgrel=0
pkgdesc="Control and monitor S.M.A.R.T. enabled hard drives"
url="https://www.smartmontools.org/"
arch="all"
license="GPL-2.0-or-later"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"
```

```
for type in $_types; do
 subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
  local license=${i##*/}
  echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"
```

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
```

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<https://www.gnu.org/licenses/why-not-lgpl.html>.
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
```

```
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
 0001-bsd-games-scores-dir.patch
 "
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  --sysconfdir=/etc \
  --mandir=/usr/share/man \
  --scoredir=/usr/share/$pkgname
 make
}

package() {
 make DESTDIR="$pkgdir" install
 install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check"  # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2
 "

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
 update_config_sub
 default_prepare
}

build() {
 ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr
 make
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020  libart_lgpl-2.3.21.tar.bz2"
```

mini_sendmail - accept email on behalf of real sendmail

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pkgname=util-linux
pkgver=2.41.2
pkgrel=0
pkgdesc="Random collection of Linux utilities"
url="https://git.kernel.org/cgit/utils/util-linux/util-linux.git"
arch="all"
license="GPL-3.0-or-later AND GPL-2.0-or-later AND GPL-2.0-only AND
 GPL-1.0-only AND LGPL-2.1-or-later AND BSD-1-Clause AND
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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
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pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"   # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
  --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
  .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237b316bd503ae7dceed6ca284ccd5a74d
  flake8-copyright-0.2.4.tar.gz
"
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* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y)      \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) ||   \
  (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
 data structure.  Every operation
* on the tree causes a splay to happen.  The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree.  On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as O((m + n)lg n).  The
* amortized cost for a sequence of m accesses to a splay tree is O(lg n);
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute.  It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
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* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as O(lg n).
* The maximum height of a red-black tree is 2lg (n+1).
 */

#define SPLAY_HEAD(name, type)      \
struct name {       \
 struct type *sph_root; /* root of the tree */   \
}

#define SPLAY_INITIALIZER(root)     \
 { NULL }

#define SPLAY_INIT(root) do {      \
 (root)->sph_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)      \
struct {       \
 struct type *spe_left; /* left element */   \
 struct type *spe_right; /* right element */   \
}

#define SPLAY_LEFT(elm, field)  (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field)  (elm)->field.spe_right
#define SPLAY_ROOT(head)  (head)->sph_root
#define SPLAY_EMPTY(head)  (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do {   \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do {   \
 SPLAY_RIGHT((head)->sph_root,
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 (head)->sph_root = tmp;      \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do {    \
 SPLAY_LEFT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);  \
} while (/*CONSTCOND*/ 0)
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#define SPLAY_LINKRIGHT(head, tmp, field) do {    \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root;   \
 tmp = (head)->sph_root;      \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do {  \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp)    \
void name##_SPLAY(struct name *, struct type *);   \
void name##_SPLAY_MINMAX(struct name *, int);    \
struct type *name##_SPLAY_INSERT(struct name *, struct type *);  \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *);  \
        \
/* Finds the node with the same key as elm */    \
static __inline struct type *      \
name##_SPLAY_FIND(struct name *head, struct type *elm)   \
{        \
 if (SPLAY_EMPTY(head))      \
  return(NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0)    \
  return (head->sph_root);    \
 return (NULL);       \
}        \
        \
static __inline _sys_tree_h_unused struct type *   \
name##_SPLAY_NEXT(struct name *head, struct type *elm)   \
{        \
 name##_SPLAY(head, elm);     \
 if (SPLAY_RIGHT(elm, field) != NULL) {    \
  elm = SPLAY_RIGHT(elm, field);    \
  while (SPLAY_LEFT(elm, field) != NULL) {  \
   elm = SPLAY_LEFT(elm, field);   \
  }       \
 }
 else       \
  elm = NULL;      \
 return (elm);       \
```

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}       \
       \
static _sys_tree_h_unused __inline struct type *   \
name##_SPLAY_MIN_MAX(struct name *head, int val)   \
{       \
 name##_SPLAY_MINMAX(head, val);     \
      return (SPLAY_ROOT(head));     \
}

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp)    \
struct type *       \
name##_SPLAY_INSERT(struct name *head, struct type *elm)  \
{       \
  if (SPLAY_EMPTY(head)) {      \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
  } else {       \
    int __comp;       \
    name##_SPLAY(head, elm);     \
    __comp = (cmp)(elm, (head)->sph_root);   \
    if(__comp < 0) {      \
     SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
     SPLAY_RIGHT(elm, field) = (head)->sph_root;  \
     SPLAY_LEFT((head)->sph_root, field) = NULL;  \
    } else if (__comp > 0) {     \
     SPLAY_RIGHT(elm,
 field) = SPLAY_RIGHT((head)->sph_root, field);\
     SPLAY_LEFT(elm, field) = (head)->sph_root;  \
     SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else       \
     return ((head)->sph_root);    \
  }       \
  (head)->sph_root = (elm);      \
  return (NULL);       \
}       \
       \
struct type *       \
name##_SPLAY_REMOVE(struct name *head, struct type *elm)  \
{       \
 struct type *__tmp;      \
 if (SPLAY_EMPTY(head))      \
  return (NULL);      \
 name##_SPLAY(head, elm);     \
 if ((cmp)(elm, (head)->sph_root) == 0) {   \
  if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
   (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
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  } else {      \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
   name##_SPLAY(head, elm);   \
   SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
  }       \
  return (elm);      \
 }        \
 return (NULL);       \
}         \
         \
void         \
name##_SPLAY(struct
 name *head, struct type *elm)   \
{         \
 struct type __node, *__left, *__right, *__tmp;   \
 int __comp;       \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;     \
\
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) {  \
  if (__comp < 0) {     \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {    \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)    \
    break;     \
   if ((cmp)(elm, __tmp) > 0){   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
     break;    \
   }      \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }       \
 }        \
 SPLAY_ASSEMBLE(head,
 &__node, __left, __right, field);  \
}         \
         \
```

```
/* Splay with either the minimum or the maximum element  \
* Used to find minimum or maximum element in tree.  \
*/       \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{       \
 struct type __node, *__left, *__right, *__tmp;  \
\
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node;    \
\
 while (1) {      \
  if (__comp < 0) {    \
   __tmp = SPLAY_LEFT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp < 0){   \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKLEFT(head, __right, field);  \
  } else if (__comp > 0) {   \
   __tmp = SPLAY_RIGHT((head)->sph_root, field); \
   if (__tmp == NULL)   \
    break;    \
   if (__comp > 0) {   \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root,
 field) == NULL)\
     break;   \
   }     \
   SPLAY_LINKRIGHT(head, __left, field);  \
  }      \
 }       \
 SPLAY_ASSEMBLE(head, &__node, __left, __right, field);  \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y)  name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y)  name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x)  (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))
```

```
#define SPLAY_FOREACH(x, name, head)    \
 for ((x) = SPLAY_MIN(name, head);    \
     (x) != NULL;     \
     (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)     \
struct name {       \
 struct type *rbh_root; /* root of the tree */   \
}

#define RB_INITIALIZER(root)     \
 {
 NULL }

#define RB_INIT(root) do {      \
 (root)->rbh_root = NULL;     \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED  1
#define RB_ENTRY(type)      \
struct {        \
 struct type *rbe_left;  /* left element */  \
 struct type *rbe_right;  /* right element */  \
 struct type *rbe_parent; /* parent element */  \
 int rbe_color;   /* node color */  \
}

#define RB_LEFT(elm, field)  (elm)->field.rbe_left
#define RB_RIGHT(elm, field)  (elm)->field.rbe_right
#define RB_PARENT(elm, field)  (elm)->field.rbe_parent
#define RB_COLOR(elm, field)  (elm)->field.rbe_color
#define RB_ROOT(head)   (head)->rbh_root
#define RB_EMPTY(head)   (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {     \
 RB_PARENT(elm, field) = parent;     \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
 RB_COLOR(elm, field) = RB_RED;     \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {    \
 RB_COLOR(black, field) = RB_BLACK;    \
 RB_COLOR(red, field)
 = RB_RED;     \
} while (/*CONSTCOND*/ 0)
```

```
#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {   \
 (tmp) = RB_RIGHT(elm, field);     \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
  RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_LEFT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {   \
 (tmp) = RB_LEFT(elm, field);     \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
 != NULL) { \
  RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);  \
 }       \
 RB_AUGMENT(elm);      \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
  if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
   RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
  else      \
   RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else       \
  (head)->rbh_root = (tmp);    \
 RB_RIGHT(tmp, field) = (elm);     \
 RB_PARENT(elm, field) = (tmp);     \
 RB_AUGMENT(tmp);      \
 if ((RB_PARENT(tmp, field)))     \
  RB_AUGMENT(RB_PARENT(tmp, field));   \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
```

```
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)   \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)  \
attr void name##_RB_INSERT_COLOR(struct name *, struct
 type *);  \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *);  \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *);   \
attr struct type *name##_RB_PREV(struct type *);   \
attr struct type *name##_RB_MINMAX(struct name *, int);   \
        \

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp)    \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp)   \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr)  \
attr void        \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm)  \
{        \
 struct type
 *parent, *gparent, *tmp;    \
 while ((parent = RB_PARENT(elm, field)) != NULL &&  \
     RB_COLOR(parent, field) == RB_RED) {   \
  gparent = RB_PARENT(parent, field);   \
  if (parent == RB_LEFT(gparent, field)) {  \
   tmp = RB_RIGHT(gparent, field);   \
   if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent;    \
    continue;    \
   }      \
   if (RB_RIGHT(parent, field) == elm) {  \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent;    \
    parent = elm;    \
    elm = tmp;    \
   }      \
   RB_SET_BLACKRED(parent, gparent, field); \
   RB_ROTATE_RIGHT(head, gparent, tmp, field); \
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```
 } else {      \
  tmp = RB_LEFT(gparent, field);   \
  if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
   RB_COLOR(tmp, field) = RB_BLACK; \
   RB_SET_BLACKRED(parent, gparent, field);\
   elm = gparent;    \
   continue;    \
  }      \
  if (RB_LEFT(parent, field) == elm)
 {  \
   RB_ROTATE_RIGHT(head, parent, tmp, field);\
   tmp = parent;    \
   parent = elm;    \
   elm = tmp;    \
  }      \
  RB_SET_BLACKRED(parent, gparent, field); \
  RB_ROTATE_LEFT(head, gparent, tmp, field); \
 }       \
 }       \
 RB_COLOR(head->rbh_root, field) = RB_BLACK;   \
}        \
        \
attr void        \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{        \
 struct type *tmp;      \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
     elm != RB_ROOT(head)) {     \
  if (RB_LEFT(parent, field) == elm) {   \
   tmp = RB_RIGHT(parent, field);   \
   if (RB_COLOR(tmp, field) == RB_RED) {  \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field);  \
   }      \
   if ((RB_LEFT(tmp, field) == NULL ||  \
       RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
       (RB_RIGHT(tmp, field) == NULL ||  \
       RB_COLOR(RB_RIGHT(tmp,
 field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED;  \
    elm = parent;    \
    parent = RB_PARENT(elm, field);  \
   } else {     \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
     struct type *oleft;  \
     if ((oleft = RB_LEFT(tmp, field)) \
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        != NULL)   \
     RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
   }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_RIGHT(tmp, field))  \
   RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_LEFT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
 }      \
} else {      \
 tmp = RB_LEFT(parent, field);   \
 if (RB_COLOR(tmp, field) == RB_RED) {  \
  RB_SET_BLACKRED(tmp, parent, field); \
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  tmp
= RB_LEFT(parent, field);  \
 }      \
 if ((RB_LEFT(tmp, field) == NULL ||  \
     RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
     (RB_RIGHT(tmp, field) == NULL ||  \
     RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
  RB_COLOR(tmp, field) = RB_RED;  \
  elm = parent;    \
  parent = RB_PARENT(elm, field);  \
 } else {     \
  if (RB_LEFT(tmp, field) == NULL ||\
      RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
   struct type *oright;  \
   if ((oright = RB_RIGHT(tmp, field)) \
       != NULL)   \
    RB_COLOR(oright, field) = RB_BLACK;\
   RB_COLOR(tmp, field) = RB_RED; \
   RB_ROTATE_LEFT(head, tmp, oright, field);\
   tmp = RB_LEFT(parent, field); \
   }     \
  RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
  RB_COLOR(parent, field) = RB_BLACK; \
  if (RB_LEFT(tmp, field))  \
   RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
  RB_ROTATE_RIGHT(head, parent, tmp, field);\
  elm = RB_ROOT(head);   \
  break;     \
 }      \
```

```
 }      \
 }      \
 if
 (elm)      \
  RB_COLOR(elm, field) = RB_BLACK;   \
}       \
       \
attr struct type *       \
name##_RB_REMOVE(struct name *head, struct type *elm)   \
{       \
 struct type *child, *parent, *old = elm;   \
 int color;      \
 if (RB_LEFT(elm, field) == NULL)    \
  child = RB_RIGHT(elm, field);    \
 else if (RB_RIGHT(elm, field) == NULL)    \
  child = RB_LEFT(elm, field);    \
 else {       \
  struct type *left;     \
  elm = RB_RIGHT(elm, field);    \
  while ((left = RB_LEFT(elm, field)) != NULL)  \
   elm = left;     \
  child = RB_RIGHT(elm, field);    \
  parent = RB_PARENT(elm, field);    \
  color = RB_COLOR(elm, field);    \
  if (child)      \
   RB_PARENT(child, field) = parent;  \
  if (parent) {      \
   if (RB_LEFT(parent, field) == elm)  \
    RB_LEFT(parent, field) = child;  \
   else      \
    RB_RIGHT(parent, field) = child; \
   RB_AUGMENT(parent);    \
  } else       \
   RB_ROOT(head)
 = child;    \
  if (RB_PARENT(elm, field) == old)   \
   parent = elm;     \
  (elm)->field = (old)->field;    \
  if (RB_PARENT(old, field)) {    \
   if (RB_LEFT(RB_PARENT(old, field), field) == old)\
    RB_LEFT(RB_PARENT(old, field), field) = elm;\
   else      \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
   RB_AUGMENT(RB_PARENT(old, field));  \
  } else       \
   RB_ROOT(head) = elm;    \
  RB_PARENT(RB_LEFT(old, field), field) = elm;  \
  if (RB_RIGHT(old, field))    \
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  RB_PARENT(RB_RIGHT(old, field), field) = elm; \
 if (parent) {      \
  left = parent;     \
  do {      \
   RB_AUGMENT(left);   \
  } while ((left = RB_PARENT(left, field)) != NULL); \
 }       \
 goto color;      \
}       \
 parent = RB_PARENT(elm, field);     \
 color = RB_COLOR(elm, field);     \
 if (child)       \
  RB_PARENT(child, field) = parent;   \
 if (parent) {       \
  if (RB_LEFT(parent, field) == elm)   \
   RB_LEFT(parent, field) = child;   \
  else       \
   RB_RIGHT(parent,
 field) = child;  \
  RB_AUGMENT(parent);     \
 } else       \
  RB_ROOT(head) = child;     \
color:        \
 if (color == RB_BLACK)      \
  name##_RB_REMOVE_COLOR(head, parent, child);  \
 return (old);       \
}        \
        \
/* Inserts a node into the RB tree */     \
attr struct type *       \
name##_RB_INSERT(struct name *head, struct type *elm)   \
{        \
 struct type *tmp;      \
 struct type *parent = NULL;     \
 int comp = 0;       \
 tmp = RB_ROOT(head);      \
 while (tmp) {       \
  parent = tmp;      \
  comp = (cmp)(elm, parent);    \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }       \
 RB_SET(elm, parent, field);     \
 if (parent != NULL) {      \
```

```
 if (comp < 0)      \
  RB_LEFT(parent, field) = elm;   \
 else       \
  RB_RIGHT(parent, field) = elm;   \
 RB_AUGMENT(parent);     \
 } else       \
 RB_ROOT(head) = elm;     \
 name##_RB_INSERT_COLOR(head,
 elm);    \
 return (NULL);       \
}        \
       \
/* Finds the node with the same key as elm */    \
attr struct type *       \
name##_RB_FIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else if (comp > 0)     \
   tmp = RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
 }        \
 return (NULL);       \
}        \
       \
/* Finds the first node greater than or equal to the search key */ \
attr struct type *       \
name##_RB_NFIND(struct name *head, struct type *elm)   \
{        \
 struct type *tmp = RB_ROOT(head);    \
 struct type *res = NULL;     \
 int comp;       \
 while (tmp) {       \
  comp = cmp(elm, tmp);     \
  if (comp < 0) {      \
   res = tmp;     \
   tmp = RB_LEFT(tmp, field);   \
  }       \
  else if (comp > 0)     \
   tmp =
 RB_RIGHT(tmp, field);   \
  else       \
   return (tmp);     \
```

```
 }       \
 return (res);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_NEXT(struct type *elm)     \
{        \
 if (RB_RIGHT(elm, field)) {     \
  elm = RB_RIGHT(elm, field);    \
  while (RB_LEFT(elm, field))    \
   elm = RB_LEFT(elm, field);   \
 } else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
        \
/* ARGSUSED */       \
attr struct type *       \
name##_RB_PREV(struct type *elm)     \
{        \
 if (RB_LEFT(elm, field)) {     \
  elm = RB_LEFT(elm, field);    \
  while (RB_RIGHT(elm, field))    \
   elm = RB_RIGHT(elm, field);   \
 }
 else {       \
  if (RB_PARENT(elm, field) &&    \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
   elm = RB_PARENT(elm, field);   \
  else {       \
   while (RB_PARENT(elm, field) &&   \
       (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field);  \
   elm = RB_PARENT(elm, field);   \
  }       \
 }       \
 return (elm);       \
}        \
```

```
        \
attr struct type *      \
name##_RB_MINMAX(struct name *head, int val)    \
{       \
 struct type *tmp = RB_ROOT(head);    \
 struct type *parent = NULL;     \
 while (tmp) {       \
  parent = tmp;      \
  if (val < 0)      \
   tmp = RB_LEFT(tmp, field);   \
  else       \
   tmp = RB_RIGHT(tmp, field);   \
 }       \
 return (parent);      \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
 y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x)  name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x)  name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)     \
 for ((x) = RB_MIN(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)     \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
 for ((x) = RB_MIN(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
 for ((x) = RB_MAX(name, head);     \
      (x) != NULL;      \
      (x) = name##_RB_PREV(x))
```

```
#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
 for ((x) = (y);       \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
 head, y)   \
 for ((x) = RB_MAX(name, head);     \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
      (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
  INSTALLDIRS=vendor \
  NO_PACKLIST=1 \
  NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/$_pkgname/$_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
 gpep517 build-wheel \
  --wheel-dir .dist \
```

```
  --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
  .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

1.1035 postgre-sql 18.1-r0

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1.1036 postgresql-common 1.2-r2

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1.1037 spring-boot 3.5.8

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1.1038 logrus 1.9.3

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1.1041 high-scale-lib 1.1.4

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1.1042 javax-activation 1.2.1

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1.1043 activation-api 1.2.1

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1.1044 tomcat-servlet-api 6.0

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 11
Bnd-LastModified: 1652339954197
Build-Jdk: 11.0.2
Built-By: jenkins
Bundle-Description: Jakarta Servlet 6.0
Bundle-DocURL: https://www.eclipse.org
Bundle-License: http://www.eclipse.org/legal/epl-2.0, https://www.gnu.or
g/software/classpath/license.html
Bundle-ManifestVersion: 2
Bundle-Name: Jakarta Servlet
Bundle-SymbolicName: jakarta.servlet-api
Bundle-Vendor: Eclipse Foundation
Bundle-Version: 6.0.0
Export-Package: jakarta.servlet;uses:="jakarta.servlet.annotation,jakart
a.servlet.descriptor";version="6.0.0",jakarta.servlet.annotation;uses:=
"jakarta.servlet";version="6.0.0",jakarta.servlet.descriptor;version="6
.0.0",jakarta.servlet.http;uses:="jakarta.servlet";version="6.0.0",jaka
rta.servlet.resources;version="6.0.0"
Extension-Name: jakarta.servlet
Implementation-Vendor: Eclipse Foundation
Implementation-Vendor-Id: org.eclipse
Implementation-Version:
6.0.0
Import-Package: jakarta.servlet,jakarta.servlet.annotation,jakarta.servl
et.descriptor
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11))"
Specification-Vendor: Eclipse Foundation
Specification-Version: 6.0
Tool: Bnd-5.1.1.202006162103

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings.properties
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/LocalStrings.properties
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/LocalStrings_ja.properties
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_ja.properties
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_fr.properties
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_es.properties
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<xsd:enumeration value="CONFIDENTIAL"/>

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_3.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_web_services_1_1.xsd
*
/jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_2.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_4_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_3_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_2.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_2_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_web_services_client_1_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_2_4.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_5.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_4_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_3_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_7.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_2_0.xsd
*
/jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_3.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_2.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_4.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_3_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_4_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_6.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_1_4.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_8.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_4.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_3.xsd
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/jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_3_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_3_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_3_0.xsd

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_5_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_3_0.xsd
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CONFIDENTIAL flag will indicate that the use of SSL is required.

Used in: user

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jakartaee_10.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_6_0.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_3_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_3_1.xsd
* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jakartaee_web_services_2_0.xsd
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- javaee_web_services_1_3.xsd
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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
- web-fragment_3_1.xsd
- javaee_8.xsd
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- web-common_4_0.xsd
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- javaee_web_services_1_2.xsd
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- javaee_6.xsd
- javaee_web_services_1_3.xsd

- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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1.1047 tomcat-embed-websocket 10.1.49

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1.1048 netty 4.1.128.Final

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.all
Built-By: runner
Bnd-LastModified: 1760452988985
Specification-Title: Netty/All-in-One
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="

[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional
Bundle-Name: Netty/All-in-One
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/All-in-One
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.all
Implementation-Version: 4.1.128.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor:
 The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Bundle-Version: 4.1.128.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_462
Specification-Version: 4.1
Implementation-URL: https://netty.io/netty-all/

Found in path(s):
* /netty-all-4-1-128-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2861907145_1768989331.238304/0/netty-all-4-1-128-final-jar/META-INF/maven/io.netty/netty-all/pom.xml<?xml version="1.0" encoding="UTF-8"?>

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*

1.1049 jaxb-api 2.3.1.1

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1.1051 jaxb-runtime 4.0.2.1

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* License: Apache-2.0
* Project: https://maven.apache.org/plugin-tools/maven-plugin-annotations/
* Source:
  https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations

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* Project: https://maven.apache.org/resolver/maven-resolver-transport-file/
* Source:
  https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file

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 (3.5.2)

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* Source:
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* Project: https://testng.org/doc/index.html
* Source: https://github.com/cbeust/testng

wagon-http-lightweight (3.0.0)

* License: Pending
*
 Project: https://maven.apache.org/wagon/
* Source:
  https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0

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1.1052 robot-robot-api 0.0.0-20260112112853-887f57c2bd53

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cw_ztp_license_device.proto

ZtpLicenseDevice

Field	Type	Label	Description
deviceSerialNumber	[string](#string)		

Scalar Value Types

.proto Type	Notes	C++	Java	Python	Go	C#	PHP	Ruby
<a name="double" /> double		double	double	float	float64	double	float	Float
<a name="float" /> float		float	float	float	float32	float	float	Float
<a name="int32" /> int32	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="int64" /> int64	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="uint32" /> uint32	Uses variable-length encoding.	uint32	int	int/long	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="uint64" /> uint64	Uses variable-length encoding.	uint64	long	int/long	uint64	ulong	integer/string	Bignum or Fixnum (as required)
<a name="sint32" /> sint32	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sint64" /> sint64	Uses variable-length encoding. Signed

int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |
<a name="fixed32" /> fixed32	Always four bytes. More efficient than uint32 if values are often greater than 2^28.	uint32	int	int	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="fixed64" /> fixed64	Always eight bytes. More efficient than uint64 if values are often greater than 2^56.	uint64	long	int/long	uint64	ulong	integer/string	Bignum
<a name="sfixed32" /> sfixed32	Always four bytes.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sfixed64" /> sfixed64	Always eight bytes.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="bool" /> bool		bool	boolean	boolean	bool	bool	boolean	TrueClass/FalseClass
<a name="string" /> string	A string must always contain UTF-8 encoded or 7-bit ASCII text.	string	String	str/unicode	string	string	string	String (UTF-8)
<a name="bytes" /> bytes	May contain any arbitrary sequence of bytes.	string	ByteString	str	[]byte	ByteString	string	String (ASCII-8BIT)
UNRECOGNIZED LICENSE; MD5 sum: 4319530930bc90ff04369306a3073aaa
Protocol Documentation

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  - [ZtpLicenseDeviceV2](#cwztpsvc-ZtpLicenseDeviceV2)

- [Scalar Value Types](#scalar-value-types)

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cw_ztp_license_device_v2.proto

ZtpLicenseDeviceV2

Field	Type	Label	Description
uuid	[string](#string)		
serialNumber	[string](#string)	repeated	
locationId	[string](#string)		

Scalar Value Types

.proto Type	Notes	C++	Java	Python	Go	C#	PHP	Ruby
<a name="double" /> double		double	double	float	float64	double	float	Float
<a name="float" /> float		float	float	float	float32	float	float	Float
<a name="int32" /> int32	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="int64" /> int64	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="uint32" /> uint32	Uses variable-length encoding.	uint32	int	int/long	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="uint64" /> uint64	Uses variable-length encoding.	uint64	long	int/long	uint64	ulong	integer/string	Bignum or Fixnum (as required)
<a name="sint32" /> sint32	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sint64" /> sint64	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="fixed32" /> fixed32	Always four bytes. More efficient than uint32 if values are often greater than 2^28.	uint32	int	int	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="fixed64" /> fixed64	Always eight bytes. More efficient than uint64 if values are often greater than 2^56.	uint64	long	int/long	uint64	ulong	integer/string	Bignum
<a name="sfixed32" /> sfixed32	Always four bytes.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sfixed64" /> sfixed64	Always eight bytes.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="bool" /> bool		bool	boolean	boolean	bool	bool	boolean	TrueClass/FalseClass
<a name="string" /> string	A string must always contain UTF-8 encoded or 7-bit ASCII text.	string	String	str/unicode	string	string	string	String (UTF-8)
<a name="bytes" /> bytes	May contain any arbitrary sequence of bytes.	string	ByteString	str	[]byte	ByteString	string	String (ASCII-8BIT)

// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license.proto

```
package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 _ "google.golang.org/genproto/googleapis/api/annotations"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicense struct {
 Id                   int32    `protobuf:"varint,1,opt,name=id,proto3" json:"id,omitempty"`
 Status               string   `protobuf:"bytes,2,opt,name=status,proto3" json:"status,omitempty"`
 IsLabEnabled         bool     `protobuf:"varint,3,opt,name=isLabEnabled,proto3" json:"isLabEnabled,omitempty"`
 LastUpdated
         int64    `protobuf:"varint,4,opt,name=lastUpdated,proto3" json:"lastUpdated,omitempty"`
 XXX_NoUnkeyedLiteral struct{} `json:"-" gorm:"-"`
 XXX_unrecognized     []byte   `json:"-" gorm:"-"`
 XXX_sizecache        int32    `json:"-" gorm:"-"`
}

func (m *ZtpLicense) Reset()         { *m = ZtpLicense{} }
func (m *ZtpLicense) String() string { return proto.CompactTextString(m) }
func (*ZtpLicense) ProtoMessage()    {}
func (*ZtpLicense) Descriptor() ([]byte, []int) {
 return fileDescriptor_4e24d0294ce39e81, []int{0}
}

func (m *ZtpLicense) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicense.Unmarshal(m, b)
}
func (m *ZtpLicense) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicense.Marshal(b, m, deterministic)
}
func (m *ZtpLicense) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicense.Merge(m, src)
}
```

```
func (m *ZtpLicense) XXX_Size() int {
 return xxx_messageInfo_ZtpLicense.Size(m)
}
func (m *ZtpLicense)
 XXX_DiscardUnknown() {
 xxx_messageInfo_ZtpLicense.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicense proto.InternalMessageInfo

func (m *ZtpLicense) GetId() int32 {
 if m != nil {
  return m.Id
 }
 return 0
}

func (m *ZtpLicense) GetStatus() string {
 if m != nil {
  return m.Status
 }
 return ""
}

func (m *ZtpLicense) GetIsLabEnabled() bool {
 if m != nil {
  return m.IsLabEnabled
 }
 return false
}

func (m *ZtpLicense) GetLastUpdated() int64 {
 if m != nil {
  return m.LastUpdated
 }
 return 0
}

func init() {
 proto.RegisterType((*ZtpLicense)(nil), "cwztpsvc.ZtpLicense")
}

func init() {
 proto.RegisterFile("cw_ztp_license.proto", fileDescriptor_4e24d0294ce39e81)
}

var fileDescriptor_4e24d0294ce39e81 = []byte{
 // 241 bytes of a gzipped FileDescriptorProto
```

0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x54, 0x8f, 0x4d, 0x4b, 0x03, 0x31,
0x10, 0x86, 0x49, 0xab, 0xa5, 0x46, 0x11, 0x0c, 0x22, 0x8b, 0x88, 0x84, 0x9e, 0xf6, 0xe2, 0x06,
0xe9, 0x3f, 0x58,
0xf1, 0x56, 0x68, 0x09, 0x8a, 0xd0, 0x4b, 0xc9, 0x17, 0x69, 0x20, 0xcd, 0x84,
0x66, 0x6a, 0x61, 0x7f, 0xbd, 0xb4, 0xdb, 0xa2, 0x1e, 0xe7, 0x9d, 0x79, 0x1f, 0x9e, 0xa1, 0xf7,
0x66, 0xbf, 0xea, 0x30, 0xaf, 0x62, 0x30, 0x2e, 0x15, 0xd7, 0xe4, 0x2d, 0x20, 0xb0, 0xb1, 0xd9,
0x77, 0x98, 0xcb, 0xb7, 0x79, 0x7c, 0xf2, 0x00, 0x3e, 0x3a, 0xa1, 0x72, 0x10, 0x2a, 0x25, 0x40,
0x85, 0x01, 0x52, 0xe9, 0xef, 0x26, 0x1d, 0xa5, 0x4b, 0xcc, 0xb3, 0xbe, 0xcb, 0x6e, 0xe9, 0x20,
0xd8, 0x8a, 0x70, 0x52, 0x5f, 0xca, 0x41, 0xb0, 0xec, 0x81, 0x8e, 0x0a, 0x2a, 0xdc, 0x95, 0x6a,
0xc0, 0x49, 0x7d, 0x25, 0x4f, 0x13, 0x9b, 0xd0, 0x9b, 0x50, 0x66, 0x4a, 0xbf, 0x27, 0xa5, 0xa3,
0xb3, 0xd5, 0x90, 0x93, 0x7a, 0x2c, 0xff, 0x65, 0x8c, 0xd3, 0xeb, 0xa8, 0x0a, 0x7e, 0x66, 0xab,
0xd0, 0xd9, 0xea, 0x82, 0x93, 0x7a, 0x28, 0xff, 0x46, 0xed, 0x9a, 0x3e, 0x1b, 0xd8, 0x34, 0x26,
0x14, 0x03, 0xcd, 0x16, 0x34, 0x60, 0x2f, 0xd5, 0x9c, 0xdd, 0xdb, 0xbb, 0xb7, 0xaf, 0x5f, 0xbb,
0xc5, 0x61, 0xb7, 0x20, 0xcb, 0x57, 0x1f, 0x70,
0xbd, 0xd3, 0xd3, 0x53, 0xd1, 0xc0, 0x46, 0xc8,
0x79, 0x3b, 0xff, 0x10, 0x47, 0xc4, 0xcb, 0xe1, 0x4f, 0x0f, 0x51, 0x25, 0x2f, 0xce, 0x1c, 0x3d,
0x3a, 0x72, 0xa7, 0x3f, 0x01, 0x00, 0x00, 0xff, 0xff, 0xf4, 0xb4, 0x37, 0x45, 0x2c, 0x01, 0x00,
0x00,
}
Protocol Documentation

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cw_ztp_license.proto

ZtpLicense

Field	Type	Label	Description
id	[int32](#int32)		
status	[string](#string)		

| lastUpdated | [int64](#int64) | | |

Scalar Value Types

.proto Type	Notes	C++	Java	Python	Go	C#	PHP	Ruby
<a name="double" /> double		double	double	float	float64	double	float	Float
<a name="float" /> float		float	float	float	float32	float	float	Float
<a name="int32" /> int32	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="int64" /> int64	Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="uint32" /> uint32	Uses variable-length encoding.	uint32	int	int/long	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="uint64" /> uint64	Uses variable-length encoding.	uint64	long	int/long	uint64	ulong	integer/string	Bignum or Fixnum (as required)
<a name="sint32" /> sint32	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sint64" /> sint64	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="fixed32" /> fixed32	Always four bytes. More efficient than uint32 if values are often greater than 2^28.	uint32	int	int	uint32	uint	integer	Bignum or Fixnum (as required)
<a name="fixed64" /> fixed64	Always eight bytes. More efficient than uint64 if values are often greater than 2^56.	uint64	long	int/long	uint64	ulong	integer/string	Bignum
<a name="sfixed32" /> sfixed32	Always four bytes.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
<a name="sfixed64" /> sfixed64	Always eight bytes.	int64	long	int/long	int64	long	integer/string	Bignum
<a name="bool" /> bool		bool	boolean	boolean	bool	bool	boolean	TrueClass/FalseClass
<a name="string" /> string	A string must always contain UTF-8 encoded or 7-bit ASCII text.	string	String	str/unicode	string	string	string	String (UTF-8)
<a name="bytes" /> bytes	May contain any arbitrary sequence of bytes.	string	ByteString	str	[]byte	ByteString	string	String (ASCII-8BIT)

```
{
 "swagger": "2.0",
 "info": {
  "title": "proto/cw_ztp_license_device.proto",
  "version": "version not set"
 },
 "consumes": [
  "application/json"
 ],
 "produces": [
  "application/json"
 ],
 "paths": {},
 "definitions": {
  "protobufAny": {
   "type": "object",
   "properties": {
    "type_url": {
     "type": "string"
    },
    "value": {
     "type": "string",
     "format": "byte"
    }
   }
  },
  "runtimeError": {
   "type": "object",
   "properties": {
    "error": {
     "type": "string"
    },
    "code": {
     "type": "integer",
     "format": "int32"
    },
    "message": {
     "type": "string"
    },
    "details": {
     "type": "array",
     "items": {
      "$ref": "#/definitions/protobufAny"
     }
    }
   }
  }
 }
```

```
}
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device_v2.proto

package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDeviceV2 struct {
 Uuid                 string   `protobuf:"bytes,1,opt,name=uuid,proto3" json:"uuid,omitempty"`
 SerialNumber         []string `protobuf:"bytes,2,rep,name=serialNumber,proto3" json:"serialNumber,omitempty"`
 LocationId           string   `protobuf:"bytes,3,opt,name=locationId,proto3" json:"locationId,omitempty"`
 XXX_NoUnkeyedLiteral
 struct{} `json:"-" gorm:"-"`
 XXX_unrecognized     []byte   `json:"-" gorm:"-"`
 XXX_sizecache        int32    `json:"-" gorm:"-"`
}

func (m *ZtpLicenseDeviceV2) Reset()         { *m = ZtpLicenseDeviceV2{} }
func (m *ZtpLicenseDeviceV2) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDeviceV2) ProtoMessage()    {}
func (*ZtpLicenseDeviceV2) Descriptor() ([]byte, []int) {
 return fileDescriptor_187379be6b6c9b7c, []int{0}
}

func (m *ZtpLicenseDeviceV2) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Unmarshal(m, b)
}
func (m *ZtpLicenseDeviceV2) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDeviceV2) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicenseDeviceV2.Merge(m, src)
```

```
}
func (m *ZtpLicenseDeviceV2) XXX_Size() int {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Size(m)
}
func (m *ZtpLicenseDeviceV2) XXX_DiscardUnknown()
 {
 xxx_messageInfo_ZtpLicenseDeviceV2.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicenseDeviceV2 proto.InternalMessageInfo

func (m *ZtpLicenseDeviceV2) GetUuid() string {
 if m != nil {
  return m.Uuid
 }
 return ""
}

func (m *ZtpLicenseDeviceV2) GetSerialNumber() []string {
 if m != nil {
  return m.SerialNumber
 }
 return nil
}

func (m *ZtpLicenseDeviceV2) GetLocationId() string {
 if m != nil {
  return m.LocationId
 }
 return ""
}

func init() {
 proto.RegisterType((*ZtpLicenseDeviceV2)(nil), "cwztpsvc.ZtpLicenseDeviceV2")
}

func init() {
 proto.RegisterFile("cw_ztp_license_device_v2.proto", fileDescriptor_187379be6b6c9b7c)
}

var fileDescriptor_187379be6b6c9b7c = []byte{
 // 219 bytes of a gzipped FileDescriptorProto
 0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x64, 0x8e, 0x4f, 0x4b, 0xc3, 0x40,
 0x10, 0x47, 0x89, 0x15, 0xb1, 0x8b, 0xa7, 0x3d, 0xc5, 0x4b, 0x28, 0x3d, 0xf5, 0x62, 0x16, 0xdb,
 0x6f, 0x10, 0xbd, 0x08, 0x62, 0x4b, 0x10, 0x85, 0x5e, 0x96, 0xdd,
 0xc9, 0x12, 0x07, 0x36, 0x99,
 0x65, 0xff, 0xa4, 0xd0, 0x4f, 0x2f, 0x6e, 0x2d, 0x28, 0xbd, 0x0d, 0x3f, 0xde, 0x3c, 0x1e, 0xab,
 0xe0, 0x20, 0x8f, 0xd1, 0x49, 0x8b, 0x60, 0xc6, 0x60, 0x64, 0x67, 0x26, 0x04, 0x23, 0xa7, 0x75,
```

0xed, 0x3c, 0x45, 0xe2, 0xb7, 0x70, 0x38, 0x46, 0x17, 0x26, 0x58, 0x5a, 0xc6, 0xf7, 0xd1, 0xbd,
0x9e, 0xb8, 0xe7, 0x8c, 0x7d, 0xac, 0x39, 0x67, 0xd7, 0x29, 0x61, 0x57, 0x16, 0x8b, 0x62, 0x35,
0x6f, 0xf3, 0xcd, 0x97, 0xec, 0x2e, 0x18, 0x8f, 0xca, 0xbe, 0xa5, 0x41, 0x1b, 0x5f, 0x5e, 0x2d,
0x66, 0xab, 0x79, 0xfb, 0x6f, 0xe3, 0x15, 0x63, 0x96, 0x40, 0x45, 0xa4, 0xf1, 0xa5, 0x2b, 0x67,
0xf9, 0xfb, 0xcf, 0xd2, 0x38, 0x56, 0x01, 0x0d, 0x35, 0x60, 0x00, 0xaa, 0x3d, 0x69, 0x8a, 0xa7,
0xa0, 0xfa, 0xdc, 0xd3, 0xdc, 0x3f, 0x7d, 0x5e, 0xf6, 0xec, 0x7e, 0x98, 0x5d, 0xb1, 0x7f, 0xec,
0x31, 0x7e, 0x25, 0xbd, 0xf9, 0x15, 0x00, 0x0d, 0xa2, 0xdd, 0x36, 0xdb, 0x77, 0x91, 0x55, 0x0f,
0xca, 0xa1, 0xe8, 0xc9, 0xaa, 0xb1, 0x17, 0x67, 0x9f, 0xbe, 0xc9, 0xfe, 0xcd, 0x77, 0x00, 0x00,
0x00,
0xff, 0xff, 0x66, 0x8d, 0x49, 0xba, 0x12, 0x01, 0x00, 0x00,
}
UNRECOGNIZED LICENSE; MD5 sum: 592ce646d353b65bfd4198cf8cb1377d

```
{
 "swagger": "2.0",
 "info": {
  "title": "proto/cw_ztp_license_device_v2.proto",
  "version": "version not set"
 },
 "consumes": [
  "application/json"
 ],
 "produces": [
  "application/json"
 ],
 "paths": {},
 "definitions": {
  "protobufAny": {
   "type": "object",
   "properties": {
    "type_url": {
     "type": "string"
    },
    "value": {
     "type": "string",
     "format": "byte"
    }
   }
  },
  "runtimeError": {
   "type": "object",
   "properties": {
    "error": {
     "type": "string"
    },
    "code": {
     "type": "integer",
     "format": "int32"
    },
```

```
      "message": {
        "type": "string"
      },
      "details": {
        "type": "array",
        "items": {
          "$ref": "#/definitions/protobufAny"
        }
      }
    }
  }
 }
}
{
 "swagger": "2.0",
 "info": {
  "title": "proto/cw_ztp_license.proto",
  "version": "version not set"
 },
 "consumes": [
  "application/json"
 ],
 "produces": [
  "application/json"
 ],
 "paths": {},
 "definitions": {
  "protobufAny": {
    "type": "object",
    "properties": {
      "type_url": {
        "type": "string"
      },
      "value": {
        "type": "string",
        "format": "byte"
      }
    }
  },
  "runtimeError": {
    "type": "object",
    "properties": {
      "error": {
        "type": "string"
      },
      "code": {
        "type": "integer",
        "format": "int32"
```

```
      },
      "message": {
        "type": "string"
      },
      "details": {
        "type": "array",
        "items": {
          "$ref": "#/definitions/protobufAny"
        }
      }
    }
  }
 }
}
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device.proto

package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 _ "google.golang.org/genproto/googleapis/api/annotations"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDevice struct {
 DeviceSerialNumber   string   `protobuf:"bytes,1,opt,name=deviceSerialNumber,proto3"
json:"deviceSerialNumber,omitempty"`
 XXX_NoUnkeyedLiteral struct{} `json:"-" gorm:"-"`
 XXX_unrecognized     []byte   `json:"-" gorm:"-"`
 XXX_sizecache        int32    `json:"-" gorm:"-"`
}

func
 (m *ZtpLicenseDevice) Reset()         { *m = ZtpLicenseDevice{} }
func (m *ZtpLicenseDevice) String() string { return proto.CompactTextString(m) }
```

```
func (*ZtpLicenseDevice) ProtoMessage()    {}
func (*ZtpLicenseDevice) Descriptor() ([]byte, []int) {
 return fileDescriptor_4637a3ce942b5232, []int{0}
}

func (m *ZtpLicenseDevice) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicenseDevice.Unmarshal(m, b)
}
func (m *ZtpLicenseDevice) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicenseDevice.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDevice) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicenseDevice.Merge(m, src)
}
func (m *ZtpLicenseDevice) XXX_Size() int {
 return xxx_messageInfo_ZtpLicenseDevice.Size(m)
}
func (m *ZtpLicenseDevice) XXX_DiscardUnknown() {
 xxx_messageInfo_ZtpLicenseDevice.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicenseDevice proto.InternalMessageInfo

func (m *ZtpLicenseDevice) GetDeviceSerialNumber()
 string {
 if m != nil {
  return m.DeviceSerialNumber
 }
 return ""
}

func init() {
 proto.RegisterType((*ZtpLicenseDevice)(nil), "cwztpsvc.ZtpLicenseDevice")
}

func init() {
 proto.RegisterFile("cw_ztp_license_device.proto", fileDescriptor_4637a3ce942b5232)
}

var fileDescriptor_4637a3ce942b5232 = []byte{
 // 201 bytes of a gzipped FileDescriptorProto
 0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x6c, 0xce, 0x31, 0x4b, 0xc7, 0x30,
 0x10, 0x05, 0x70, 0xba, 0x88, 0x66, 0x92, 0x2e, 0x8a, 0x8a, 0x88, 0x93, 0x8b, 0x09, 0xf2, 0xff,
 0x06, 0xd1, 0x51, 0xfc, 0x97, 0x2a, 0x08, 0x5d, 0x4a, 0x72, 0x86, 0x18, 0x48, 0x73, 0x21, 0xb9,
 0xb6, 0xd0, 0x4f, 0x2f, 0x6d, 0xec, 0x22, 0xce, 0xf7, 0xee, 0xf7, 0x1e, 0xbb, 0x86, 0xb9, 0x5f,
 0x28, 0xf6, 0xde, 0x81, 0x09, 0xd9, 0xf4, 0x5f, 0x66, 0x72, 0x60, 0x78, 0x4c, 0x48, 0x58, 0x9f,
 0xc2, 0xbc, 0x50, 0xcc, 0x13, 0x5c, 0xdd, 0x58, 0x44, 0xeb, 0x8d, 0x50, 0xd1, 0x09, 0x15, 0x02,
 0x92, 0x22, 0x87, 0x21, 0x97, 0xdc, 0xbd, 0x64,
```

0xe7, 0x1d, 0xc5, 0xd7, 0x42, 0xbc, 0x6c, 0x42,
0xcd, 0x59, 0x5d, 0xac, 0x77, 0x93, 0x9c, 0xf2, 0x6f, 0xe3, 0xa0, 0x4d, 0xba, 0xac, 0xee, 0xaa,
0x87, 0xb3, 0xf6, 0x9f, 0x8b, 0x0c, 0xec, 0x16, 0x70, 0xe0, 0xe0, 0x32, 0x20, 0x4f, 0xa8, 0x91,
0x0a, 0xce, 0xf7, 0x0d, 0xf2, 0xe2, 0xf9, 0xf3, 0x6f, 0x4b, 0xb3, 0x26, 0x9a, 0xaa, 0x7b, 0xb2,
0x8e, 0xbe, 0x47, 0x7d, 0xf8, 0x7d, 0x07, 0x1c, 0x44, 0x7b, 0x94, 0xc7, 0x0f, 0xb1, 0x41, 0x8f,
0xeb, 0x6a, 0x8b, 0x5e, 0x05, 0x2b, 0x76, 0x4d, 0x9f, 0x6c, 0xfa, 0xe1, 0x27, 0x00, 0x00, 0xff,
0xff, 0xe7, 0xa2, 0x96, 0xc2, 0x01, 0x01, 0x00, 0x00,
}

1.1053 robot-infra-utils 1.0.2-0.20260112120652-53e304ab3cfa

1.1053.1 Available under license :

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Version 2.1, February 1999

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1.1056 jackson-dataformat-toml 2.19.2

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers.

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