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In your requests please include the following reference number 78EE117C99-2860465367

Contents

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

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README for release 6b of 27-Mar-1998

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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.

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============

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   you've used the IJG code.

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 then the accompanying
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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

==========

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
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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 libffi 3.4.4

1.2.1 Available under license :

The libffi source distribution contains certain code that is not part of libffi, and is only used as tooling to assist with the building and testing of libffi. This includes the msvcc.sh script used to wrap the Microsoft compiler with GNU compatible command-line options, make_sunver.pl, and the libffi test code distributed in the testsuite/libffi.bhaible directory. This code is distributed with libffi for the purpose of convenience only, and libffi is in no way derived from this code.

msvcc.sh an testsuite/libffi.bhaible are both distributed under the terms of the GNU GPL version 2, as below.

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                   Version 2, June 1991

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pnm2png / png2pnm --- conversion from PBM/PGM/PPM-file to PNG-file

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1.9 openssl 3.0.18

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  Ty Coon, President of Vice

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Component	Location	License
Main Mesa code	src/mesa/	MIT
Device drivers	src/mesa/drivers/*	MIT, generally
Gallium code	src/gallium/	MIT
Ext headers	GL/glext.h	Khronos
	GL/glxext.h	Khronos

GL/wglext.h   Khronos
KHR/khrplatform.h   Khronos

****

----
include/GL/gl.h :

Mesa 3-D
 graphics library

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----
include/GL/glext.h
include/GL/glxext.h
include/GL/wglxext.h :

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```
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```
## Bert Belder: wepoll v 1.5.8

### wepoll License
```
wepoll - epoll for Windows
https://github.com/piscisaureus/wepoll

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# 1.11 kubernetes-model-flowcontrol 5.12.4

## 1.11.1 Available under license :

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Manifest-Version: 1.0

Build-Jdk-Spec: 1.8

Bundle-Description: Java client for Kubernetes and OpenShift

Bundle-DocURL: http://redhat.com

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Fabric8 :: Kubernetes Model :: FlowControl

Bundle-SymbolicName: io.fabric8.kubernetes-model-flowcontrol

Bundle-Vendor: Red Hat

Bundle-Version: 5.12.4

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: io.fabric8.kubernetes.api.model.flowcontrol.v1beta1;us
es:="com.fasterxml.jackson.annotation,com.fasterxml.jackson.databind,
com.fasterxml.jackson.databind.annotation,io.fabric8.kubernetes.api.b
uilder,io.fabric8.kubernetes.api.model,io.fabric8.kubernetes.model.an
notation";version="5.12.4"

Implementation-URL: http://fabric8.io/kubernetes-model-generator/kuber
netes-model-flowcontrol/

Import-Package: com.fasterxml.jackson.annotation;version="[2.13,3)",co
m.fasterxml.jackson.databind;version="[2.13,3)",com.fasterxml.jackson
 .databind.annotation;version="[2.13,3)",io.fabric8.kubernetes.api.bui
lder;version="[5.12,6)",io.fabric8.kubernetes.api.model,io.fabric8.ku
bernetes.model.annotation;version="[5.12,6)"

Include-Resource: manifest.vm=src/main/resources/manifest.vm,schema/ku
be-schema.json=src/main/resources/schema/kube-schema.json,schema/vali

dation-schema.json=src/main/resources/schema/validation-schema.json,/

META-INF/jandex.idx=target/classes/META-INF/jandex.idx,/flowcontrol.p

roperties=target/classes/flowcontrol.properties,

Java-Version: 1.8.0_345

Private-Package: schema

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Scm-Connection: scm:git:git@github.com:fabric8io/kubernetes-client.git

/kubernetes-model-generator/kubernetes-model-flowcontrol

Scm-Revision: ${buildNumber}

Scm-Url: http://github.com/fabric8io/kubernetes-client/kubernetes-mode

l-generator/kubernetes-model-flowcontrol/

Specification-Title: Fabric8 :: Kubernetes

 Model :: FlowControl

Specification-Vendor: Red Hat

Specification-Version: 5.12

Tool: Bnd-5.1.1.202006162103


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* /kubernetes-model-flowcontrol-5-12-4-1-jar/META-INF/MANIFEST.MF

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# 1.12 vault-java-driver 5.1.0

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# 1.14 metrics 4.2.32

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics

Build-Jdk-Spec: 17

Bundle-Description: Metrics is a Java library which gives you unparall

eled insight into what your code does in       production. Metrics p

rovides a powerful toolkit of ways to measure the behavior of critica

l       components in your production environment.

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Core

Bundle-SymbolicName: io.dropwizard.metrics.core

Bundle-Version: 4.2.32

Created-By: Apache Maven Bundle Plugin 5.1.9

Export-Package: com.codahale.metrics;uses:="org.slf4j";version="4.2.32

"

Implementation-Title: Metrics Core

Implementation-Version: 4.2.32

Import-Package: org.slf4j;version="[1.6.0,2.0.0)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /metrics-core-4-2-32-jar/META-INF/MANIFEST.MF

# 1.15 jersey-test-framework-provider-inmemory 3.0.17

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# 1.18 error_prone_annotations 2.3.3

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Found in path(s):
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/NoAllocation.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatString.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RestrictedApi.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CompatibleWith.java
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* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/ForOverride.java
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Found in path(s):
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/CheckReturnValue.java
*
 /error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java

1.19 logstash-logback-encoder 7.2

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jar/net/logstash/logback/encoder/com/lmax/disruptor/ExceptionHandlers.java
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* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/Sequence.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/SequenceGroups.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/Cursored.java
*

/logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/DataProvider.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/Sequencer.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/FixedSequenceGroup.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/ProducerType.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/InsufficientCapacityException.java
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* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/util/ThreadHints.java
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* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventReleaser.java
* /logstash-logback-encoder-7-2-sources-

jar/net/logstash/logback/encoder/com/lmax/disruptor/EventReleaseAware.java
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encoder/pom.xml
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jar/net/logstash/logback/encoder/com/lmax/disruptor/SingleProducerSequencer.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/WorkProcessor.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/EventTranslatorOneArg.java
*
 /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/WorkerPool.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/util/Util.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/MultiProducerSequencer.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/Disruptor.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/util/DaemonThreadFactory.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/ConsumerRepository.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/IgnoreExceptionHandler.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/SequenceBarrier.java

* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/BatchEventProcessor.java
*
 /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/AbstractSequencer.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/AggregateEventHandler.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/WaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/YieldingWaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/WorkHandler.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/ProcessingSequenceBarrier.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/ExceptionHandlerSetting.java
*
 /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventFactory.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventHandler.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/SequenceGroup.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/PhasedBackoffWaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/EventTranslatorThreeArg.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/LiteBlockingWaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/SleepingWaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/EventTranslatorVararg.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/BusySpinWaitStrategy.java
*
 /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/BlockingWaitStrategy.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/ExceptionHandler.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/NoOpEventProcessor.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/SequenceReportingEventHandler.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/AlertException.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventProcessor.java
* /logstash-logback-encoder-7-2-sources-
jar/net/logstash/logback/encoder/com/lmax/disruptor/FatalExceptionHandler.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventTranslator.java
*
 /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/RingBuffer.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/LifecycleAware.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/com/lmax/disruptor/EventTranslatorTwoArg.java
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* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/accessevent/ProtocolJsonProvider.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/LogstashFormatter.java
*
 /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/LogstashEncoder.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/layout/LoggingEventCompositeJsonLayout.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/JsonProvider.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/FieldNamesAware.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/SequenceJsonProvider.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/AbstractThreadNameJsonProvider.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/decorate/cbor/CborFeatureJsonGeneratorDecorator.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/fieldnames/LogstashCommonFieldNames.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/fieldnames/LogstashAccessFieldNames.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/marker/ObjectAppendingMarker.java
*
 /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/mask/RegexValueMasker.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/appender/listener/TcpAppenderListener.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/fieldnames/ShortenedFieldNames.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/marker/LogstashMarker.java
* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/decorate/CharacterEscapesJsonFactoryDecorator.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/composite/loggingevent/LoggingEventCompositeJsonFormatter.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/encoder/AccessEventCompositeJsonEncoder.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/decorate/smile/SmileFeatureJsonGeneratorDecorator.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/marker/MessageFormatCache.java

* /logstash-logback-encoder-7-2-sources-jar/net/logstash/logback/pattern/PatternLayoutAdapter.java

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1.20 bean-validation-api 2.0.1.Final

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1.21 opentest4j 1.3.0

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1.22 jackson 2.17.3

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1.23 opentelemetry-sdk-extension-autoconfigure-spi 1.29.0

1.23.1 Available under license :

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1.24 pax-utils 1.3.8-r2

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Upstream-Name: pax-utils

Upstream-Contact: Ned Ludd <solar@gentoo.org>, Mike Frysinger <vapier@gentoo.org>

Source: http://dev.gentoo.org/~solar/pax-utils/

Comment: This package was debianized by Rmi Denis-Courmont

 <rdenis@simphalempin.com> on Tue, 19 Sep 2006 17:43:40 +0300.

 It was downloaded from http://dev.gentoo.org/~solar/pax/

Files: *

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1.26 antlr 3.4

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1.27 azure-core 1.52.0

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*

 /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/ImplUtils.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/credential/SimpleTokenCache.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/AccessTokenCacheInfo.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/io/package-info.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/util/EnvironmentConfiguration.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/tracing/Utils.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/polling/implementation/PollingUtils.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/cryptography/KeyEncryptionKey.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/credential/AzureNamedKeyCredential.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/client/traits/TokenCredentialTrait.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/accesshelpers/package-info.java
*

 /azure-core-1-52-0-sources-1-jar/com/azure/core/annotation/UnexpectedResponseExceptionType.java
* /azure-core-1-52-0-sources-1-jar/com/azure/core/http/HttpClient.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/http/policy/RequestRetryCondition.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/Context.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/http/policy/AddHeadersPolicy.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/GeoJsonDeserializer.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/ByteArraySerializer.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/logging/LoggingKeys.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/serializer/MemberNameConverterProvider.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/util/InputStreamContent.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/client/traits/package-info.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/serializer/JacksonAdapter.java

*

 /azure-core-1-52-0-sources-1-jar/com/azure/core/models/CloudEventDataFormat.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/FluxUtil.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/XmlMapperFactory.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/ConfigurationSource.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/http/policy/DefaultRedirectStrategy.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/exception/ClientAuthenticationException.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/util/ByteArrayContent.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/tracing/StartSpanOptions.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/util/UrlToken.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/JacksonDatabind212.java

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* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/OptionModule.java

* /azure-core-1-52-0-sources-1-jar/com/azure/core/implementation/jackson/OptionBeanPropertyWriter.java

*

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1.28 jackson-dataformat-yaml 2.17.3

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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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1.29 jdbi 2.78

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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/spring/DBIUtil.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/QueryTimeOut.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ListContainerBuilder.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BaseResultSetMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CloseInternalDoNotUseThisClass.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/helpers/MapResultAsBean.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/OverrideStatementLocatorWith.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/stringtemplate/StringTemplate3StatementLocator.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/RegisterColumnMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BooleanIntegerArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/StringMapper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/StatementBuilder.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TimestampArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/URLArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ObjectArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/QueryResultMunger.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/PreparedBatchPart.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/transactions/LocalTransactionHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/logging/NoOpLog.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/PassThroughTransactionHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DBI.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/RegisterColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/BeanMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/ResultColumnMapper.java
* /jdbi-2-78-sources-1-
jar/org/skife/jdbi/v2/exceptions/UnableToManipulateTransactionIsolationLevelException.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/PrimitivesColumnMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/RegisterContainerMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Pair.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/StatementRewriter.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BasicHandle.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/StatementCustomizers.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/FloatMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlObjectBuilder.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/BindBean.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CallHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/StringColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TimingCollector.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ShortArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/EnumColumnMapper.java
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 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/RollbackCheckpointHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/HandleDing.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/InTransactionWithIsolationLevelHandler.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/mixins/Transmogrifier.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/StatementContext.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/ContainerFactory.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/mixins/GetHandle.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Call.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DataSourceConnectionFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DefaultMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/BooleanColumnMapper.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/UnableToRestoreAutoCommitStateException.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/BigDecimalMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/RegisterMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/GeneratedKeys.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/Bind.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/StringArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BeanMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/RewrittenStatement.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/PreparedBatch.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/LongColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/UnableToCreateSqlObjectException.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/QueryResultSetMunger.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Cleanables.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/BindMapFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/ResultSetMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/HandleConsumer.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/VoidHandleCallback.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/CharacterStreamArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/transactions/DelegatingTransactionHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/GetGeneratedKeys.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/SqlTypeArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/ByteArrayColumnMapper.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlCall.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/ConstantHandleDing.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/mixins/Transactional.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/OutParameter.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/StatementBuilderFactory.java
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 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/UnwrappedSingleValue.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CreateSqlObject.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Query.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlBatch.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TransactionIsolationLevel.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/ConnectionFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/InferredMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/EnumArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BaseStatement.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/EnumByOrdinalColumnMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/LongMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlObject.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ByteArrayArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/ResultSetException.java
*

 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ParsedStatement.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/TypedMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ResultSetResultIterator.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Foreman.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/JavaDateArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/PrimitivesMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/ReleaseCheckpointHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/OverrideStatementRewriterWith.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DefaultStatementBuilderFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/unstable/BindIn.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/Handler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/URIColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlStatementCustomizingAnnotation.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/EqualsHandler.java
*

 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/ShortColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/SingleValueResult.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CGLIBDispatchBuilder.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/NoOpStatementRewriter.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ResultBearing.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Handle.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/MaxRows.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TimeArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TransactionState.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/NoResultsException.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlStatementCustomizerFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlStatementCustomizer.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DoubleArgument.java
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 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Binding.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/UnwrappedSingleValueFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TransactionStatus.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/spring/SpringDataSourceConnectionFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BlobArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/OutParameters.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/stringtemplate/UseStringTemplate3StatementLocator.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BeanPropertyArguments.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Transaction.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/BooleanMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/CharColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/FetchDirection.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Folder2.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/NullArgument.java
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 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/mixins/CloseMe.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BooleanArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/VoidTransactionCallback.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/InferredColumnMapperFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/SqlQuery.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/TransactionConsumer.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/DelegatingConnection.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/TransformHandler.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/TransactionException.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/MappingRegistry.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Cleanable.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/unstable/oracle/OracleReturning.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/BigDecimalArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/WithHandleHandler.java
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* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/TimestampMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/FoldController.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/ArgumentFactory.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ColonPrefixNamedParamStatementRewriter.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/FloatArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/StatementCustomizer.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/CharacterArgument.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/IntegerColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/StatementLocator.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/DoubleColumnMapper.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/ResultReturnThing.java
* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/EnumByNameColumnMapperFactory.java
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/jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CommitHandler.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/ByteMapper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ResultColumnMapperFactory.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/DoubleMapper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/TransactionalHelper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/UnableToCloseResourceException.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/MapArguments.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Folder.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/CallableStatementMapper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/logging/Log4JLog.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/ToStringHandler.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/BigDecimalColumnMapper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/Argument.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ReflectionBeanMapper.java

*

 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/FetchSize.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/transactions/CMTTransactionHandler.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/Script.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/LongArgument.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CloseHandler.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/BinderFactory.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/TransmogrifierHelper.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/logging/PrintStreamLog.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/CreateSqlObjectHandler.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/BindMap.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/ConcreteStatementContext.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/UnableToCreateStatementException.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/SQLStatement.java

*

 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/logging/SLF4JLog.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/NamedArgumentFinder.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/customizers/TransactionIsolation.java

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/unstable/ReflectionArrayIterator.java

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Found in path(s):

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/unstable/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/exceptions/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/transactions/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/spring/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/sqlobject/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/tweak/package.html

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 /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/util/package.html

* /jdbi-2-78-sources-1-jar/org/skife/jdbi/v2/unstable/oracle/package.html

1.30 bcutil-jdk18on 1.82

1.30.1 Available under license :

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/opt/cola/permits/2699298371_1768267609.8020408/0/bcutil-jdk18on-1-82-jar/META-
INF/MANIFEST.MFManifest-Version: 1.0

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Signature-Version: 1.0
SHA-256-Digest-Manifest-Main-Attributes: Bm6JVux8I5l59R7Q8mGJZO6ol+cZB
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Name: org/bouncycastle/asn1/cmp/PollReqContent.class
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Key.class
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Name: org/bouncycastle/oer/OEROptional.class
SHA-256-Digest: 7WPuMy8BtfhiUc9GW7gUtuFrELFPL/tRweUrdW0FCTM=

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st$Builder.class
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ss
SHA-256-Digest: VupLfdew/8CLqxQI/0sKVtXxPZrbsiSKp+GLDU72cKg=

Name: org/bouncycastle/asn1/cms/OtherKeyAttribute.class
SHA-256-Digest: Meg0sU4We54dnBiET7JoNzUZz4N7iZ+Kw5tGYY9xIds=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsidSs
pRange.class
SHA-256-Digest:
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Name: org/bouncycastle/oer/its/etsi102941/DcDelete.class
SHA-256-Digest: r85L3a5livPffHgLfVfrnhgLEwhpaGgcOSwHLeLc01U=

Name: org/bouncycastle/asn1/cms/AuthEnvelopedDataParser.class
SHA-256-Digest: SP8U6zl/3h7KECUdg7krRMJtqJrxKkHo/YVE75p5ZJY=

Name: org/bouncycastle/asn1/crmf/Controls.class
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Name: org/bouncycastle/asn1/tsp/Accuracy.class
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Name: org/bouncycastle/oer/its/etsi102941/RcaDoubleSignedLinkCertifica
teMessage.class
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Name: org/bouncycastle/asn1/crmf/POPOSigningKey.class
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Name: org/bouncycastle/oer/its/ieee1609dot2/CertificateBase.class
SHA-256-Digest: xrW0pcnc7dj1MDODCcMnskJNqxWiDFZKZV05/vHuiOY=

Name: org/bouncycastle/asn1/crmf/CertTemplateBuilder.class
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Name:
 org/bouncycastle/asn1/microsoft/MicrosoftObjectIdentifiers.class
SHA-256-Digest: BOExeT36XqJnHGFDYrOW9c5vYVpCwLcvxc3KBFrX7RQ=

Name: org/bouncycastle/oer/its/etsi102941/CaCertificateRequest$Builder
.class
SHA-256-Digest: NXmwJHWuXjdfD4exYhgfhqTM2L238pANbS7yv+2t5YY=

Name: org/bouncycastle/oer/ElementSupplier.class
SHA-256-Digest: V1Sx0i+tDEMD+y1U+FMjRUGzyr18CabSmbWk6eLVjyQ=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TypesCa
Management.class
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Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UnknownLatitude.
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SHA-256-Digest: oLBmnzJIVM+3NPRT2tYSXjafRh0gwG+PkPmptGJ8VLQ=

Name: org/bouncycastle/asn1/dvcs/TargetEtcChain.class
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Name: org/bouncycastle/asn1/esf/OcspIdentifier.class
SHA-256-Digest: NqymkkaW5Yxm/vSUFQDxzW/+at/azTkvFmP9eCfDK1g=

Name: org/bouncycastle/asn1/cms/KEMRecipientInfo.class
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Name: org/bouncycastle/asn1/isismtt/x509/AdmissionSyntax.class
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Name: org/bouncycastle/asn1/esf/CrlListID.class
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Name: org/bouncycastle/asn1/isara/IsaraObjectIdentifiers.class
SHA-256-Digest: klI7nJp7OR1kJce9d9YbeqltXjcG0YfL1O/6SLE/7M0=

Name: org/bouncycastle/oer/OERInputStream$Sequence.class
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Name: org/bouncycastle/asn1/ess/SigningCertificateV2.class
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Name: org/bouncycastle/oer/its/etsi102941/EtsiTs102941DataContent.clas
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Name: org/bouncycastle/oer/its/etsi102941/RootCaEntry$Builder.class
SHA-256-Digest: ajTMupCCCksKPQlfDCrzzDpmYjUCr3jlmhyFGqSZesU=

Name: org/bouncycastle/asn1/crmf/OptionalValidity.class
SHA-256-Digest: zlvIj3BitmVFBjB3AbqIEdad+gN0CGuOA2RlDkkJcME=

Name: org/bouncycastle/asn1/esf/CommitmentTypeIndication.class
SHA-256-Digest: HkIHLlb+xfO85ZYm3NenRwalZoJhf4z8R5AP8VuRxdA=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/EeEcaCertRequest$Build
er.class
SHA-256-Digest: gTCzTQakAjXCsVlHt+59DlkWiT4+dBR5fcNk4o049xk=

Name: org/bouncycastle/asn1/cmp/PKIFreeText.class
SHA-256-Digest: ZALO0n/YdLYrpad1EBaCeKPf8JemkERyLQNPwr2DZpQ=

Name: org/bouncycastle/asn1/est/Utils.class
SHA-256-Digest: djQEmsyKasv1ZAPz9FSLnZ10iTpEfYyd3MmZNdMeggw=

Name: org/bouncycastle/asn1/esf/SPUserNotice.class
SHA-256-Digest: pbpQ8i9ioWH1l8aVSoCegV3MVaXFwey6sqzVTn7YbqY=

Name: org/bouncycastle/oer/its/etsi102941/SequenceOfCrlEntry.class
SHA-256-Digest: V3ppmifci83eGcxv6vkUKXDbZ+7haJALbhcVABkzchM=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/BasePublicEncryp
tionKey.class
SHA-256-Digest: tC0ELunU6BipKCqyET5DpiHXbSbRG8FTKlxXBhxHWvU=

Name: org/bouncycastle/asn1/cmc/DecryptedPOP.class
SHA-256-Digest: 8ZIl+dADxm9zEgeGiWpVHnGXg9WGCkU4ok2MLSJvZyo=

Name: org/bouncycastle/asn1/cms/OtherRevocationInfoFormat.class
SHA-256-Digest: hY2ErO6GEqi7uJMMJ8EMkEwHsISytGo9kwh4P5J1TYM=

Name: org/bouncycastle/oer/its/etsi102941/basetypes/EcSignature.class
SHA-256-Digest: pi3yolNQkUmf3k1qDjjIF6X20Tg9wZbTs5cf3wV9exM=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097Data.class
SHA-256-Digest: PH8bKGRjNlrzir2vCPdUvw+EHxd9ZFWd33ffdYTbJ+M=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/BitmapSspRange.c
lass
SHA-256-Digest: usydjpEjxbVyYQXjzmUNlkJPhJO3IIv2YzDuu9uW7E4=

Name: org/bouncycastle/asn1/cms/SignerIdentifier.class
SHA-256-Digest: SbFlP6cKak/kUmB895CJWALFy5zAGbskrR7DcUKMHE8=

Name: org/bouncycastle/oer/its/etsi102941/basetypes/CertificateFormat.
 class
SHA-256-Digest: PzEDw8tGNTBkqdWX1od5AuJHxlgwUFd57bt+1Mu90KM=

Name: org/bouncycastle/oer/OERDefinition$BaseType.class
SHA-256-Digest: taWiJtSOCi9ShIpm0GSYwbHlRquEAXj+L7b4vpUybtU=

Name: org/bouncycastle/oer/its/template/ieee1609dot2/basetypes/Ieee160
9Dot2BaseTypes.class
SHA-256-Digest: 398umPjZTOGCaLInt4vVrDoutrc4qU7xZD/AOj2LSjo=

Name: org/bouncycastle/oer/its/ieee1609dot2/SignedData.class
SHA-256-Digest: cbaBho3RB6dEXbh3f/MludM/TUsmBg3z45vRNj87IXE=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UINT64.class
SHA-256-Digest: qzisEv0OiPHbWDw5TuDrpkVXu1SK30V5wBGxb7Fx6fE=

Name: org/bouncycastle/asn1/cmp/RevRepContent.class
SHA-256-Digest: wP9pVsTEOsRvn7F8UYyiESdZhALcXYZVDf96IjciIAg=

Name: org/bouncycastle/asn1/cmp/RevDetails.class
SHA-256-Digest: etJb6UqOZYFcD0VNpRjdkxztFeyfw8nt4vxDGaCzX44=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfUint8$
Builder.class
SHA-256-Digest: G3QOrbrWRzxL5w3nSPvdqJQJWaSX2CsS+HH+HB04lqE=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CircularRegion$B
uilder.class
SHA-256-Digest: jwT64xKLKZn/DBahpZ/q1ZvIKug2WGles0R6614BoGM=

Name: org/bouncycastle/oer/its/etsi102941/InnerAtResponse.class
SHA-256-Digest: T0WxP85GuvK51RzGNPAZ1g4hfEPaROdIabhk5VWFNF4=

Name: org/bouncycastle/asn1/cms/EnvelopedDataParser.class
SHA-256-Digest: rzD635PS1eL7CkB/kDh1jCUHug41QMj5uViumGqDKjQ=

Name: org/bouncycastle/oer/OERDefinition$OptionalList.class
SHA-256-Digest: pKHEFmWFnn5HJDyzARbibzxta3qNKSWqX30kPIBnKIM=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PolygonalRegion$
Builder.class
SHA-256-Digest: Lzz5goy2RipGJukMgulD5B7JIXoSEqH56eC6/Qcc0LU=

Name: org/bouncycastle/oer/its/etsi102941/EaEntry$Builder.class
SHA-256-Digest: aI3vdF/lP7UlVhSOsmEXsGcsSH8QvCCJq5drB16jMiY=

Name: org/bouncycastle/oer/its/etsi102941/CertificateRevocationListMes
sage.class
SHA-256-Digest: 8sfr1qvw2IfuS9zjyDOPvfHlzHg6Ckoq88eLir8v40I=

Name: org/bouncycastle/oer/its/etsi102941/EtsiTs102941Data.class
SHA-256-Digest: RzCXtSyAUiugWlt7NRtyxjin0RIhjo/A4XJXn7yyXjc=

Name:
 org/bouncycastle/asn1/cmp/ErrorMsgContent.class
SHA-256-Digest: G3Qf9Iy/GoVIQtYwL8X5Qg+mdL1y3Ep+Pk88poc9Rbc=

Name: org/bouncycastle/oer/its/ieee1609dot2/HeaderInfo$Builder.class
SHA-256-Digest: 6unUhT+EyqaD/d9uQpg1cerbiPJNLBzuL1kH/eD7TEo=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EncryptionKey.cl
ass
SHA-256-Digest: RzIPxU0ywkG+anE6fGSJWb0D6SeHizJtCH+Y+rpa3gM=

Name: org/bouncycastle/asn1/cmp/GenRepContent.class
SHA-256-Digest: jcCujraNWXuWknQu7aaWhWeHjBeu56aKvktLjoRl6pk=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UINT3.class
SHA-256-Digest: egmFZXgxwourlGmVibKLS9dV0XcxWdgL6f1El7jW6Fs=

Name: org/bouncycastle/asn1/dvcs/DVCSRequestInformationBuilder.class
SHA-256-Digest: Tz1fkCWsFKIl1OL+B4qhslNAHXlOc5WPAsZvfJF3TRU=

Name: org/bouncycastle/asn1/cmp/InfoTypeAndValue.class
SHA-256-Digest: xTnVHSUpDVD7BbEV9521VahYwpxdx3HfvOPl7GYRNvw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UINT16.class
SHA-256-Digest: HGSb1euDeuGeQOEdhRLIrGvNYdciPvEmk2Co1OKDEnQ=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/SignedDataPayload.class
SHA-256-Digest: ovV4WYyFK/xvBlGtPJqDFTMqvg0t0VkKuxacpdYIFk8=

Name: org/bouncycastle/oer/its/etsi102941/TlmLinkCertificateMessage.cl
ass
SHA-256-Digest: XaG7L0+1xUOxvLgHKSjKv8sq5DrXHKWK39Gw9j9oCCs=

Name: org/bouncycastle/oer/its/etsi102941/CtlEntry.class
SHA-256-Digest: GJ/vQcWGaIrd0Ww3eIPIanXLrYE/wOa1GP5WZnPhZDA=

Name: org/bouncycastle/oer/its/etsi102941/CrlEntry.class
SHA-256-Digest: hB/iw/Pn2So0wVxujjFcmMkL20pcOFagitx4v2UK43I=

Name: org/bouncycastle/oer/its/etsi102941/FullCtl.class
SHA-256-Digest: Z8H6u64YBX210Hyi4klz1GHnalRfDATL4vI9BMo1vsA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Signature.class
SHA-256-Digest: nRUbBlbZ4kZKTnuf8HcRXUdTFvimBWK19qvW9tDUzug=

Name: org/bouncycastle/oer/its/ieee1609dot2/AesCcmCiphertext.class
SHA-256-Digest: 3LU0iMaxiReb6XvNrUERAGvi7s/MCQ/7SQHVXh7HBOU=

Name: org/bouncycastle/asn1/cms/RecipientKeyIdentifier.class
SHA-256-Digest: dT2upkTNci0TY/qcL/HECpDm4+jiK8erbXK8X9XvWxU=

Name:
 org/bouncycastle/asn1/cms/MetaData.class
SHA-256-Digest: x4MyCpfV7ioo2HXMEc0ogB5ti7Cdfo2AlLMqPbJbizM=

Name: org/bouncycastle/asn1/isismtt/x509/ProfessionInfo.class
SHA-256-Digest: xktEwGnwA3C/jfq76uV4ymUhrJVM+f8OsxVeBREo578=

Name: org/bouncycastle/asn1/cmp/CertStatus.class
SHA-256-Digest: y2zXKPELDImtd6vE231hZcIQVG+E1WlF5jFMyF8lpsM=

Name: org/bouncycastle/oer/its/ieee1609dot2/ContributedExtensionBlocks
$Builder.class
SHA-256-Digest: y+l4uE2dYclYfPySE8wdOFTxHGJmqJzFFxSY1tva89c=

Name: org/bouncycastle/asn1/cmp/Challenge$Rand.class
SHA-256-Digest: zfCHRXmavokbiztgUnUI16ezv4RTXiq6BaP+oXMiNBs=

Name: org/bouncycastle/oer/its/etsi102941/SequenceOfCtlCommand$Builder
.class
SHA-256-Digest: j9uwxtiputY9f+a2J+O+LXYYCw0C3UixiMS3gW7GECA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SspRange.class
SHA-256-Digest: gJ9VTWmxGIDvLOyXyzQEWsrC9kMHhAAH+DcFAvSsZt8=

Name: org/bouncycastle/asn1/isismtt/x509/DeclarationOfMajority.class
SHA-256-Digest:
 0T7Gc/Y4SU76aoeN5A9aPu0NdNFsdRfrGpWsQAJKUIA=

Name: org/bouncycastle/oer/its/etsi102941/CtlFormat.class
SHA-256-Digest: a+KX+wfpSG2hECzbLQlQh1kBZIbH9cxkhFrn6kRI8W4=

Name: org/bouncycastle/oer/OEROutputStream.class
SHA-256-Digest: nTV3vWg0g5uAq8gcricNRynvzDKy9AVwJEYxK5f5REw=

Name: org/bouncycastle/oer/its/etsi103097/extension/Extension.class
SHA-256-Digest: g8H6auZwhGk93FXl8/zkv+UgcbAUwWkOG3kl/MZ11hw=

Name: org/bouncycastle/oer/its/ieee1609dot2/CertificateId.class
SHA-256-Digest: G2H4iNGtah5jzA4+E+87UDKIza8t/XnbgCFTkgnDBtQ=

Name: org/bouncycastle/asn1/smime/SMIMECapabilitiesAttribute.class
SHA-256-Digest: qpnlP4lR95CBJ/+Uu3F7m+OaCJtYUq93vxDi0bF++W8=

Name: org/bouncycastle/oer/its/template/ieee1609dot2/IEEE1609dot2.clas
s
SHA-256-Digest: 60rLFVuDeDQAE7ljq/iTCc5Eu82gKXHgkKNw8g6bRZM=

Name: org/bouncycastle/asn1/crmf/CRMFObjectIdentifiers.class
SHA-256-Digest: 3FKoodjczcQyYjyD9AHvckd8MDmZhAdW6J1glg8bhJ4=

Name: org/bouncycastle/asn1/esf/SignerAttribute.class
SHA-256-Digest: KDoRpF1RXtcD5rTguUm/CeH7bXBlAh3qWnk2JjW3HnI=

Name:
 org/bouncycastle/oer/its/etsi102941/CaCertificateRekeyingMessage
.class
SHA-256-Digest: 4kctnKZJbNC9BPa4UpD0ve71eXLaJSH8BpvCPe0K8r4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Point384$Builder
.class
SHA-256-Digest: 0ezsNUbKHy0IKWLHgcgpVLwU56DKyko/z4M6v39+f48=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationRespo
nseCode.class
SHA-256-Digest: wb5IPVetnHz8sVCXmthK80EeJGTWdO7NAXkurdFTVU4=

Name: org/bouncycastle/asn1/cms/KeyTransRecipientInfo.class
SHA-256-Digest: CrQRofD5Wu528WIFNxaNprNkVCnLwhzgQ6G0V605o2c=

Name: org/bouncycastle/asn1/cms/SignedData.class
SHA-256-Digest: vI8nDRtrKuYgXRYhsx/tkVZzqgS4MOVb5Id8OnKZKsE=

Name: org/bouncycastle/oer/OERDefinition$Builder$1.class
SHA-256-Digest: 6lGcaYTThqZfsSJDFcVfaGxQAaIc6CoQ2XndBnczEuA=

Name: org/bouncycastle/oer/its/ieee1609dot2/Certificate.class
SHA-256-Digest: 2hvRiQdc8xR6/ffY2v8qZk/XKlTXqK0g7hyiWksgbP8=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/GroupLinkageValu
e$Builder.class
SHA-256-Digest: loJubjPUcyJDD9r8FxVXCh2AN+TM19jtQ2RiwNhlvYw=

Name: org/bouncycastle/oer/BitBuilder.class
SHA-256-Digest: 5G/gK14d+NYmOdhT0GzvwzQjGdRQH/TJ/JvQZSPZ0yw=

Name: org/bouncycastle/asn1/ess/SigningCertificate.class
SHA-256-Digest: y77slnTUUSOhsgCn8QQ/SOmEsGeAsxVjFTA48gHfBQk=

Name: org/bouncycastle/asn1/esf/SignaturePolicyId.class
SHA-256-Digest: VwOo0aKb9Dh27Emnd68WfnkhwblkR0QL8z3bo/3tqLQ=

Name: org/bouncycastle/asn1/cms/CompressedData.class
SHA-256-Digest: loDXlLsxj0Y5FK8DvaQ4RAS3eQmjWIs7kpt/J7JgNNE=

Name: org/bouncycastle/asn1/cmc/OtherMsg.class
SHA-256-Digest: nTAHmQQvBQkmo7FLNWEPVc1XorO6jKWryycTCRL4++8=

Name: org/bouncycastle/asn1/cmp/PollRepContent.class
SHA-256-Digest: B03g7katG8iyXce3ZK+k3Yez4GaSN2iTYz+o9NfUL/Y=

Name: org/bouncycastle/oer/its/ieee1609dot2/Opaque$1.class
SHA-256-Digest: r9zNZq5v/PL3EnLvMUbhfqEUDVm4kqaVzlesjJmEBJs=

Name: org/bouncycastle/asn1/esf/SigPolicyQualifierInfo.class
SHA-256-Digest: tcSmvH6hs1usTRnDcCuaO7ed4AGYzPJLKx0WCyzO8Ak=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/ToBeSignedData.class
SHA-256-Digest: 8OAJHPrRfK0ADOvwEf2zeUku0drQUAyywmHvX3UAUJ4=

Name: org/bouncycastle/asn1/cmp/DHBMParameter.class
SHA-256-Digest: TAa4s7O8KDs2hp0qyBuftCtOxjprNcxnCND6L27VP/g=

Name: org/bouncycastle/asn1/cmp/OOBCert.class
SHA-256-Digest: ouMrNZFk27juzzqu9ppRq1QCm+iN6z4BH6yHq1tMPIE=

Name: org/bouncycastle/oer/its/etsi103097/extension/EtsiOriginatingHea
derInfoExtension$Builder.class
SHA-256-Digest: fs48uH46hNTYXoC9HuGtPrhBCjDYH4hrI2k4gk3C5rE=

Name: org/bouncycastle/oer/its/template/ieee1609dot2/IEEE1609dot2$1.cl
ass
SHA-256-Digest: ZgmntpzWajdIOdSF/JeJP1IktwiB8HIAED73i6p566E=

Name: org/bouncycastle/asn1/cmc/ExtendedFailInfo.class
SHA-256-Digest: dpgx2hhQS1dQYw1O/dPcy1UsLRnjk4tmqmtZHLMXnzA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfRegion
AndSubregions.class
SHA-256-Digest: covTbb/DhXz77QPvabMpsrV7l1YiZVfkLN0ZC4ialBs=

Name: org/bouncycastle/asn1/esf/CrlIdentifier.class
SHA-256-Digest:
 xYYn4Y6iHoKCGpXqdO3DXmd9dUQNDb+wmWu5Kpvq/ek=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfHashed
Id8.class
SHA-256-Digest: ozgH9nZvfxm+ASKV+e+eXf1es15xsf+7SKxMpmkTS+A=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/ThreeDLocation$B
uilder.class
SHA-256-Digest: jj/eudhK4xAXt/A41G10krLS2gHOjjAh555aVqGaRg4=

Name: org/bouncycastle/oer/Element.class
SHA-256-Digest: 4rCENjPiJlyVhrxyD1935NofTBFYBRH9i71Mtla70f8=

Name: org/bouncycastle/asn1/cmp/RevAnnContent.class
SHA-256-Digest: xKHXjqFpqcBMrbql829xMk4bV3cqwpZ/KmQxTNZIz8Y=

Name: org/bouncycastle/asn1/ess/ESSCertIDv2.class
SHA-256-Digest: vpPAjLBS+1muYdADtFm1aCKNLQJzz9cKaxNmzpXtjVg=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedLinkCertificateRca
.class
SHA-256-Digest: PRE+qty9iY0ECoYxqAVtyEAvW5Olc45EWpzbSbyU+l0=

Name: META-INF/versions/9/module-info.class

SHA-256-Digest: DpJPVHDo6CywfvAUodsbDdRukt/NL/2vzN4TznWZk2Q=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CountryAndSubreg
 ions.class
SHA-256-Digest: SYrGeKRtnZ4kYNMV4qwfrkthsn8gQ3Q5O9RHOG1m/Qs=

Name: org/bouncycastle/asn1/tsp/PartialHashtree.class
SHA-256-Digest: Sj9RDvgljkr+ow6nbS9uHvsjkLR8OWLPmAw8/nbPb0w=

Name: org/bouncycastle/asn1/cms/CMSORIforKEMOtherInfo.class
SHA-256-Digest: ICPiJ1LGKfBOKn9V5tnFgmnbsjNXkVEZupwqh+umN8k=

Name: org/bouncycastle/asn1/crmf/EncKeyWithID.class
SHA-256-Digest: ppwcUBNg41UhY6qIjeL+x2iTEMGcyt9v2gJk+yhoi9I=

Name: org/bouncycastle/asn1/esf/OcspResponsesID.class
SHA-256-Digest: J1AxjlUB9KUZTjyPQnonDhZAaYIyteSYfhQvqTMoa6Y=

Name: org/bouncycastle/asn1/isismtt/x509/ProcurationSyntax.class
SHA-256-Digest: KsrgfoicDI5Xa5hAt/hmc53hiqh7E/R+Hx9qqHh8Cuo=

Name: org/bouncycastle/asn1/cmp/RevReqContent.class
SHA-256-Digest: g0Lbob4O/KjwKiRqDy/phXJXJukpsRdlrYRXl9wwwzg=

Name: org/bouncycastle/asn1/est/CsrAttrs.class
SHA-256-Digest: fSWNt7yzv/kHHHEH6cjY3JdxS+G+jbdjmKIxG0YxbnA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EcdsaP384Signatu
re$Builder.class
SHA-256-Digest: 4Ha/ZyHJfhSEPfUWyd9e8yydsDX4U9y95Jk2BIoxNKo=

Name:
 org/bouncycastle/asn1/esf/OtherRevRefs.class
SHA-256-Digest: 9NHC51Le+j7r3LWmLEcuzkzzM/CyzqQlhbeX15RCTKw=

Name: org/bouncycastle/oer/its/ieee1609dot2/EncryptedData.class
SHA-256-Digest: v1xhsgHax5w+kIy9GiWG2f8aZPvKD732rOjDuM/H7Sg=

Name: org/bouncycastle/asn1/cmc/RevokeRequest.class
SHA-256-Digest: GOozKgVgfEUvLGhcC7yVRs2Szjn5XMvg4ykyEb8n/Gg=

Name: org/bouncycastle/asn1/eac/BidirectionalMap.class
SHA-256-Digest: Aou/19R8QG7PZ/5AiwoJ+qHwLq0+u88vrG/xwAM4X/A=

Name: org/bouncycastle/asn1/cmp/PKIBody.class
SHA-256-Digest: NI/CGuRAvWCGWbxnZmM6jDERNWoSitibuhunGxlYQUY=

Name: org/bouncycastle/oer/OEROptional$1.class

SHA-256-Digest: VFpS7iVkli8VonjaUon4ptAwMZRFbtKN+0EWajZQJ3E=

Name: org/bouncycastle/asn1/cms/GenericHybridParameters.class
SHA-256-Digest: CieCTCAtXG3upEKfnTbnO8WSMUOWhRQhhsQR2iKFkb4=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097Certificate.clas
s
SHA-256-Digest: JyRcDlyvq21HFInTmDhzMulqHRYDy8TbGLxlMzXTpR4=

Name: org/bouncycastle/asn1/cms/SignerInfo.class
SHA-256-Digest:
 L1CQ9rQqx8cSaNn2jLYtWm24d+fbuMOjjXjKRRXL4Wk=

Name: org/bouncycastle/oer/its/ieee1609dot2/CounterSignature.class
SHA-256-Digest: QrYI4YUrb70rmg4/Zr/Cr2voxsQDE/aWvdUS28gU0j0=

Name: org/bouncycastle/asn1/cmp/CMPObjectIdentifiers.class
SHA-256-Digest: I/hADfCqOVHHXqefnmREdEkiMuzdnNc1DGO69TmyiSs=

Name: org/bouncycastle/asn1/cmp/KemOtherInfo.class
SHA-256-Digest: r6ojzf2PyjiHVkuIn2qU0FpVZnvPgvIfaZ7aoiPxBIY=

Name: org/bouncycastle/asn1/cmc/BodyPartReference.class
SHA-256-Digest: Bndtiy8xH4KeAExAirTQNum7C7uZ5HdFw8wfPDG9cwc=

Name: org/bouncycastle/asn1/cms/OriginatorInfo.class
SHA-256-Digest: 3suuR4+0BFa74XMFUE4te1qjesLROF1MhLrjzMTS1JE=

Name: org/bouncycastle/asn1/cms/RecipientIdentifier.class
SHA-256-Digest: weCNr0kqV43s81tMIOJILh9LZDDMK1HCm40+L1gKX0Y=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataEncrypted.cl
ass
SHA-256-Digest: txqAFwmdBqI2HLHIeok4Gte3evP8Pa3a0hCjDg5Z4Ms=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedLinkCertificateTlm
 .class
SHA-256-Digest: c09nBPQY28+rf67vy52oRVpxG8P72Cst6RKoesWP1zE=

Name: org/bouncycastle/oer/OERDefinition$ItemProvider.class
SHA-256-Digest: MTyyMTcLHwqLL0zo/OzFeKi1Sg5EtYq5yaysuk1lJnI=

Name: org/bouncycastle/oer/its/ieee1609dot2/ContributedExtensionBlocks
.class
SHA-256-Digest: uEeK/+9NKUIeVLmERwVhrmwl/u1V2O0XzXAmENVRMIg=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EciesP256Encrypt
edKey$Builder.class

SHA-256-Digest: ESuGyB537GMO3hjcYEqX5rWmE/aAlvehVDv3W2FQANM=

Name: org/bouncycastle/asn1/cmp/CertConfirmContent.class
SHA-256-Digest: CU23wN+MNbEvWXTBLAlFh1q5UwbwemPxLZkjLFo6Iso=

Name: org/bouncycastle/asn1/cms/EncryptedContentInfoParser.class
SHA-256-Digest: GTibcaS2sKw70ifLZHiLkh3SVUplow63y8bnlT6WjZo=

Name: org/bouncycastle/oer/OERInputStream.class
SHA-256-Digest: +dGAP/ZolsCFxYmVw/BzL+yVLmXjKnp3XiT9s4Bj/sA=

Name: org/bouncycastle/asn1/cmp/PKIMessage.class
SHA-256-Digest: BiPNzbrg5+/u7OUx8yI2z9e7zGmLqK7bi5rUML66sVE=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataEncryptedUni
 cast.class
SHA-256-Digest: vEhx6iNBEfQ7F7UC984ORIF9kwcA8y0kwh3xSdEk9AI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfHashed
Id3$Builder.class
SHA-256-Digest: yuGkTGeZnCw6qJvDUtJMdWDF9ZuxKkCdSD6W2xLhJk8=

Name: org/bouncycastle/oer/its/ieee1609dot2/SequenceOfCertificate$Buil
der.class
SHA-256-Digest: XTUsfz9msPF2Msjnf1vcgR4iRXTBu7QGOy/cbtSclDo=

Name: org/bouncycastle/asn1/cmc/CMCObjectIdentifiers.class
SHA-256-Digest: 4xsZ6g7hCcme2drd4voObC6FdzPg7qzq8OnjeORiYAQ=

Name: org/bouncycastle/asn1/eac/CVCertificate.class
SHA-256-Digest: 5foJBYtOUCyWQNVfnSE/VxTV+FquQWL3Vaj2Vfpk+fM=

Name: org/bouncycastle/asn1/isismtt/x509/MonetaryLimit.class
SHA-256-Digest: MIIctcOQCSi4zoZ5woNzXAZ9YgPvLevkvflQDBoQmQE=

Name: org/bouncycastle/asn1/cmc/CMCPublicationInfo.class
SHA-256-Digest: pxsVHTdH3TFPzQvcH1HXD/IkVninY5BzSxicFM9Tels=

Name: org/bouncycastle/asn1/cms/CMSAttributes.class
SHA-256-Digest: R44RTcBPUxjbD7Bo0BmzMPh17nJwEIBgvQ3WTPRwn6Q=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/IValue.class
SHA-256-Digest: 97AbJVMv2QGhmqHLumVkA4fKMVN78ggXRAzpiDsxSZI=

Name: org/bouncycastle/asn1/isismtt/x509/Admissions.class
SHA-256-Digest: 8YxGGWhLh+ca35uRELIvGbBtOJiqiJxcnpJ+RLKA6fM=

Name: org/bouncycastle/oer/its/ieee1609dot2/Ieee1609Dot2Data.class
SHA-256-Digest: urHk/1NUCT7KhNivLitEFqQWa4uoxQ2sGn90gMbFtqo=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Point256.class
SHA-256-Digest: f3os9jBfSb0yrZaicoYhRTMsag5XCWvdyjsJvFVXuKA=

Name: org/bouncycastle/asn1/eac/EACTags.class
SHA-256-Digest: WQvuoYCrjbDQQdz8eGaLSXuof6NXbiFZHp6udcdG/0U=

Name: org/bouncycastle/oer/its/ieee1609dot2/PKRecipientInfo$Builder.cl
ass
SHA-256-Digest: prTZyDVDySIJVfDZZIW1pMeDt3fSzz+wzeRGWOb0oTU=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EccP256CurvePoin
t.class
SHA-256-Digest: l4YJWnWPIE0dYPtuySvui2SESwZCQLEYbDZLnFD0F44=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataUnsecured.cl
ass
SHA-256-Digest:
 obr3UHgvYEB7RBMEUBAOulomF0SCO6g470TgT0VrE4c=

Name: org/bouncycastle/asn1/cms/RecipientEncryptedKey.class
SHA-256-Digest: 4Pxu8vO9/ItEEYEVL6Anj3Zch/1jLY+r8k/KyH05oic=

Name: org/bouncycastle/oer/its/ieee1609dot2/SymmRecipientInfo$Builder.
class
SHA-256-Digest: fecsW3IuIqZNkXAgiFJXRzDiZ5NMp5plxetns2Oifx0=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SymmAlgorithm.cl
ass
SHA-256-Digest: 6wX+7E9XdEs+L06sl3yLL4IrEGDQNhloXHs1wsPRWzI=

Name: org/bouncycastle/asn1/cms/SignedDataParser.class
SHA-256-Digest: PSzGP2S/G13OnBCOAk0AezJ2XlgvJxFUde1Bc3qrY5I=

Name: org/bouncycastle/oer/OERDefinition$ExtensionList.class
SHA-256-Digest: KHyv1N4DFJ8fzgPM9NR8zMuag6AF36toeTJMYyj/q3A=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PsidSspRange.cla
ss
SHA-256-Digest: 5QpxQsN9Qoa1Fql7FWzOCvWWMAypckDnIf/hmkXxjI0=

Name: org/bouncycastle/asn1/iso/ISOIECObjectIdentifiers.class
SHA-256-Digest: cEkEud856b7ejWmSGLyZqXhqRlck3Sf2qP9hYxmm7fw=

Name: org/bouncycastle/asn1/dvcs/DVCSErrorNotice.class
SHA-256-Digest:

ExH4dZyzLrNtdLdyE5bbLh485KdG6j/R4TRve+k9kEU=

Name: org/bouncycastle/asn1/cmp/CRLStatus.class
SHA-256-Digest: zNXjnlcLwPheSZEpFVvlGC80OLk5y+9jHEZRBLlBK6M=

Name: org/bouncycastle/asn1/esf/SPuri.class
SHA-256-Digest: rmEBGtFkMT3/rtEdBHIkpZhjX9W6mJDLgbZvDR7kcjE=

Name: org/bouncycastle/oer/its/etsi102941/InnerEcRequestSignedForPop.c
lass
SHA-256-Digest: Xl42CV7OQNoV8/YVVaXOtfWy0XzB87yit67IS8g483E=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/EeRaCertRequest$Builde
r.class
SHA-256-Digest: na3nEHGjiqd9iwH9M/zSjBMHyit2NZmecRjffB2K3hQ=

Name: org/bouncycastle/oer/OERInputStream$1.class
SHA-256-Digest: Ea03KFaSdn9ifsJxVNGjapkJtegT14SqeCZnV5D6A9Q=

Name: org/bouncycastle/oer/its/etsi102941/basetypes/CertificateSubject
Attributes.class
SHA-256-Digest: oaRjgTNv6mrsQNr26t64BwpKEiM9NFKXQT0BGlrqHDY=

Name: org/bouncycastle/asn1/cms/PasswordRecipientInfo.class
SHA-256-Digest: KNkyI+5Q9TX4c+bXJg0XfixiBiI6xxkMMTXO5cO7vls=

Name: org/bouncycastle/oer/its/template/etsi102941/basetypes/EtsiTs102
 941BaseTypes.class
SHA-256-Digest: gE/HGct8qZLycqlOd3gsNxXrZQAYp8V2fqXCnZCnmqo=

Name: org/bouncycastle/asn1/cms/GCMParameters.class
SHA-256-Digest: GE16MnEi7n0xDvYKXFU+7DYxXYt7HYKmb9o83DwEOR0=

Name: org/bouncycastle/asn1/esf/OtherHashAlgAndValue.class
SHA-256-Digest: IatXLTdmBJK5QJTtJPxDYRnMUE290EfpUvOdLXuamms=

Name: org/bouncycastle/oer/its/etsi102941/InnerEcResponse.class
SHA-256-Digest: FOIM9rOeoxP17TrRBmTYcWMSA5NH6kHPOUdNrM1U4EQ=

Name: org/bouncycastle/oer/SwitchIndexer$FixedValueIndexer.class
SHA-256-Digest: TaUwZs89S9mEQKuBssmcvQE+Wm5CnWidGz/WwkduZfo=

Name: org/bouncycastle/asn1/crmf/SinglePubInfo.class
SHA-256-Digest: 0MmfeMijU6ng1PjqJS/f2d3apYYcu5faBqhnBV3pI9g=

Name: org/bouncycastle/asn1/cmp/Challenge.class
SHA-256-Digest: GuktkvKnydywkPWUQZ6IM4miVpvP6gkKd20XVnGeCsg=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedLinkCertificate.cl
ass
SHA-256-Digest: FqXL+1/SmQwPI8PfhwoDlDQaSqL2dcpaPcguy5pZWwQ=

Name: org/bouncycastle/asn1/cms/EncryptedContentInfo.class
SHA-256-Digest:
 Mo2HaP+cB5ghW/fhuHR5eC7AT38NUwRWlZ6yRQIj7PA=

Name: org/bouncycastle/oer/its/etsi102941/InnerEcRequest.class
SHA-256-Digest: /W36W1KhXj6snbCoxC8YaPyb8dbZpKg17tw7RJcSJak=

Name: org/bouncycastle/asn1/dvcs/DVCSObjectIdentifiers.class
SHA-256-Digest: 6Q8HhnW+2tBYyCeEiVNJ+T8QaoRlhr8VD7MfLF6Czwg=

Name: org/bouncycastle/asn1/cms/Time.class
SHA-256-Digest: yl5lUqrsD44ucoTEWjpc44d+So/2O5Jj5LU22WWLp+Q=

Name: org/bouncycastle/asn1/isismtt/x509/Restriction.class
SHA-256-Digest: aRBclrTmymG7EGsWPjMj2CxfIg/ktt+M1FfpHoffDjI=

Name: org/bouncycastle/oer/its/ieee1609dot2/ExplicitCertificate.class
SHA-256-Digest: HVSYWKpKCNjdXw1pht+l3Eb+ENJXYzUTOvzqpoJhj8Q=

Name: org/bouncycastle/oer/its/etsi102941/SharedAtRequest.class
SHA-256-Digest: 2zt1m35Cy/JobCwrZrnC4c1fMKisggRCOHTIHcq9878=

Name: org/bouncycastle/asn1/isismtt/x509/NamingAuthority.class
SHA-256-Digest: QVj8u6Zuajz2enHqUOW9al6U1KJIgTnJ0gTi1jjq/PA=

Name: org/bouncycastle/asn1/esf/RevocationValues.class
SHA-256-Digest:
 iQ7TVrLQT4JQbFSE8AfG5KPeCtHz5ODMoT2UN9NutV4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/ThreeDLocation.c
lass
SHA-256-Digest: sRWjNnzYC8eP/PkxiJv4wY8jyfm6TjSsTeRHSxRX+80=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/ValidityPeriod$B
uilder.class
SHA-256-Digest: 6fDKuUumQKwC55BQMDE/1AfYZMWsdbVsp9iRBd7L2lo=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashedId32.class
SHA-256-Digest: uadZmVlJlmkEjHmtfi3+KeKpSp/+AS3zbEwj4h2kp5g=

Name: org/bouncycastle/asn1/esf/OtherHash.class
SHA-256-Digest: rkD+jqFOmPVUfcBKoVUsU7inToauSA4XgT47UkRduSA=

Name: org/bouncycastle/asn1/cmc/CMCStatusInfoV2Builder.class

SHA-256-Digest: plBe0iNMA70pyi0A4sgYSEZBUvwGIbPlEKkklZ+HTk8=

Name: org/bouncycastle/asn1/cmp/GenMsgContent.class
SHA-256-Digest: Vdhl9z7CeNrKScUxtKfBoOUO4uf/Qbz5QL1yeFHEoGI=

Name: org/bouncycastle/asn1/cmp/ProtectedPart.class
SHA-256-Digest: lona2EtSYPzIRSus0iUaO66w2LjpEFW3cmoLqBY5Gyg=

Name: org/bouncycastle/asn1/icao/ICAOObjectIdentifiers.class
SHA-256-Digest:
 pmRzQNEZjYGRH3qw7vW+YF3AZTfwoKeRt93m7bJbcpE=

Name: org/bouncycastle/asn1/isismtt/ocsp/RequestedCertificate.class
SHA-256-Digest: +6VB6lfvwz2XPTnFt9uCXrkFlmkiYe3fnY/2l3M1yH4=

Name: org/bouncycastle/asn1/cmc/Utils.class
SHA-256-Digest: t53+owZVuUpkUghFTTusWE1B3Yqo6HBeuMdsR6Q8WOQ=

Name: org/bouncycastle/oer/OERDefinition$MutableBuilder.class
SHA-256-Digest: LfQ/qGWnJLgHDTGuGCgiZIjJHJRsE6XuMRJRllr4GbQ=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UintBase.class
SHA-256-Digest: W9D/pW9j/pIn7xQeWq0sxHtuitim2I8ckDM8uQHpfn0=

Name: org/bouncycastle/asn1/ess/OtherCertID.class
SHA-256-Digest: H3AxxAKvvuSNnum3DRy/Uuq7nxTjGk1g1302cxG3elo=

Name: org/bouncycastle/asn1/cmp/CAKeyUpdAnnContent.class
SHA-256-Digest: beS+paOxBgrv5gC+Mrj7k6ffK20XyNsXuXZJMFkz2ik=

Name: org/bouncycastle/asn1/cms/TimeStampTokenEvidence.class
SHA-256-Digest: IIcudRD5QhErQqioQIdKJ5CpUuwSoqMVQ3mO/VfrgrU=

Name: org/bouncycastle/oer/its/ieee1609dot2/PsidGroupPermissions.class
SHA-256-Digest: FfXMxDwCcTo59f49IQrFUuhLS4b+aZLitnsJ1jwQzdA=

Name:
 org/bouncycastle/oer/its/template/ieee1609dot2dot1/Ieee1609Dot2D
ot1EeRaInterface.class
SHA-256-Digest: yXeR5wH6jAchWtYewfDJTO4QUUkdj2EX5vLwCvndHls=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfHashed
Id3.class
SHA-256-Digest: zNgnR4wq3dzHmGdOJ7IPf3Q5gMYg41HsDGiBS3RSWAo=

Name: org/bouncycastle/asn1/cmc/CMCStatusInfo.class
SHA-256-Digest: wXfOIyMg7067qrh+ibO01rcJRzEAPjSn2eqvkSMh490=

Name: org/bouncycastle/asn1/cmp/CertOrEncCert.class
SHA-256-Digest: 2t8gX+Ca2rIHTivgIPpajiUXD4S5idrbMBxPDyEXEvw=

Name: org/bouncycastle/asn1/misc/CAST5CBCParameters.class
SHA-256-Digest: BaN7xNA7NCoFisgFGLaNIiesGKqXuSs0anrZKjIQX18=

Name: org/bouncycastle/asn1/esf/OtherRevVals.class
SHA-256-Digest: igaRrwj32pxd3uLtUPz9Ri1HgMCnHvCZcSkLnfRUQAA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/KnownLatitude.cl
ass
SHA-256-Digest: Mq0RmM8fgDJK1Nb1h15TRGfPYGosX5huUdxQvG7EAcA=

Name: org/bouncycastle/asn1/tsp/ArchiveTimeStampChain.class
SHA-256-Digest:
 P8tDcFyVepTv5086IfSDiVVY/3/9gA5bT0dhDT0P6JA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfUint16
$Builder.class
SHA-256-Digest: M95Q8v5+hyuhYeFW81RXJYWXuZDVg1cESq2KU7yMjAA=

Name: org/bouncycastle/asn1/cmc/OtherStatusInfo.class
SHA-256-Digest: oZkeLks6KIWsfBUDWOPjXZFhatH+AUCOGxOJqjFZIF0=

Name: org/bouncycastle/asn1/cmc/PendInfo.class
SHA-256-Digest: BJgVfEsy6L9SCxjbSlTzBKjpdkFAwtVumu9eiyOhjG4=

Name: org/bouncycastle/oer/OERInputStream$Choice.class
SHA-256-Digest: BNq2trSZpR11dJgfTq7Eukmg1O74b1TIHAJGsTdLyQo=

Name: org/bouncycastle/asn1/esf/CompleteRevocationRefs.class
SHA-256-Digest: IFMCoR2jz3zsZZ70NLXUxYOduoJ8hbwGbfGjp1b6zdY=

Name: org/bouncycastle/asn1/cryptlib/CryptlibObjectIdentifiers.class
SHA-256-Digest: /7rYvmoIo/dTma0vMD8XrtW+apjnhkLVQld1Uyix4YA=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedTlmCtl.class
SHA-256-Digest: 0MzepxupzR+EyWnthuFVJuitV39bkNVwTw83+af2Qow=

Name: org/bouncycastle/oer/its/ieee1609dot2/CertificateBase$Builder.cl
ass
SHA-256-Digest:
 hurlMe7DKlpWEDAfIKkYjAfE/eHEO0VFL7PGkdkFzYc=

Name: org/bouncycastle/oer/its/ieee1609dot2/SequenceOfRecipientInfo.cl
ass
SHA-256-Digest: ClpF1ps2KkzR++23YaW1wngApRy/VMqshY6Q41YgQDI=

Name: org/bouncycastle/asn1/misc/IDEACBCPar.class
SHA-256-Digest: y/AsrkC64u0EBsKiRArhO3qVcyqE7SNGgD7eGB0JD0o=

Name: org/bouncycastle/asn1/dvcs/DVCSRequest.class
SHA-256-Digest: 02qZeILyr67PDXct4wjoXeAw5wzKze5Rf3RL4MFddhU=

Name: org/bouncycastle/asn1/cmc/TaggedContentInfo.class
SHA-256-Digest: k6tYd/jLiEZX9LOarTmbLCNCY4sPGzt/dkkSARh5xSY=

Name: org/bouncycastle/oer/its/template/etsi103097/extension/EtsiTs103
097ExtensionModule.class
SHA-256-Digest: AYAVKavq0bfcyY2D8OqW0yG8inzd4Zah8So/SXn3M5E=

Name: org/bouncycastle/asn1/mozilla/PublicKeyAndChallenge.class
SHA-256-Digest: GS/tHdQH04ogGa7t8hPiNjuTLJ/asS5lfBrivHLvwqI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashedId.class
SHA-256-Digest: hE3Q8xSyiF0fUOEKZ01D/OMGttTUQa8HGgYKaIVtagE=

Name: org/bouncycastle/asn1/cmp/CertAnnContent.class
SHA-256-Digest:
 HfhqGgRe0g8t26LNkYcSSouRfB/j6nRZa1e70yGBoO0=

Name: org/bouncycastle/asn1/cms/Evidence.class
SHA-256-Digest: jb4iDI4xawHuaHswVjy0faG/2V3tW1fTP6aN2qNaEy4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UINT8.class
SHA-256-Digest: xalYzlvoxFeK7CtPSRgPCWLoyeWB+ps9uhylQhGxh8s=

Name: org/bouncycastle/asn1/cms/CMSObjectIdentifiers.class
SHA-256-Digest: b1M3xtO605eV+YoguYAD/AhKn60plLsExQ9y++R7l8c=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EciesP256Encrypt
edKey.class
SHA-256-Digest: Mut1MB0MqMIuGUNjeRRw6LDKvsLD9P7bdYRUg1yD5OU=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationResponseMessage
.class
SHA-256-Digest: 8YzQLGchEwwEpr//LjsEaWUa3qkserkyoGEejwNtI2w=

Name: org/bouncycastle/oer/its/etsi102941/InnerEcRequest$Builder.class
SHA-256-Digest: OvEKxgMY0bIefjVVSSKRJZGFqXltsdqg/bWFMecF6w0=

Name: org/bouncycastle/asn1/esf/CommitmentTypeIdentifier.class
SHA-256-Digest: 0glRgmLifO9SQ+JbgY27waGjMInzub3uxAETCDdDym4=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TypesLi

nkCertificate.class
SHA-256-Digest: Rnft0Woxpzwn2IGVzkEmhFGVEtbrsjpgaLE/sdkSaio=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedRcaCtl.class
SHA-256-Digest: CVQUX6hVQQbz44sjjvhrVUSSFusc1Vw74NmdXTsYWbI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsid.c
lass
SHA-256-Digest: tExs72OCN/oFvtlqSWkuSPAE8B50yiM1xSBwbRBS+uA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Hostname.class
SHA-256-Digest: HaIILTodepWv7qvemUiyfndF8uaHWXyFPcn8Gnl6CHU=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashAlgorithm.cl
ass
SHA-256-Digest: ycCsOfQ3+4XNC9/RxKIH2lcsO19wAyFnTuorPmUyoPk=

Name: org/bouncycastle/asn1/esf/CommitmentTypeQualifier.class
SHA-256-Digest: F0Kutxbe0KPP3MIdV813pqPKkzjEsgEyK4bVqge2VkI=

Name: org/bouncycastle/asn1/icao/LDSVersionInfo.class
SHA-256-Digest: ML5AneQsgzgLP7F5rKKNVBgTpqMgIB6B7EBKyGBwjRg=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/GroupLinkageValu
e.class
SHA-256-Digest:
 idDwLB3CKKtRMEtExhL9s6HvEBWkBuNy2NWn3QnZ7+k=

Name: org/bouncycastle/asn1/cmp/CertRepMessage.class
SHA-256-Digest: TtMKx3PqKx+dyCAUi+r+HVx3YUJ9JtvDhaCadzQVCAg=

Name: org/bouncycastle/asn1/mozilla/SignedPublicKeyAndChallenge.class
SHA-256-Digest: T2KYAKcxC9e4mmHNoq4RZ/6UE0u+cjg+s/6WMlX+6mc=

Name: org/bouncycastle/asn1/crmf/EncryptedValue.class
SHA-256-Digest: HxejnYw97rW0hlhxulH/KGged/GD8jRJT2zX+fjqNrc=

Name: org/bouncycastle/oer/its/template/etsi103097/EtsiTs103097Module.
class
SHA-256-Digest: kzxtWsTkt82MmOrOB74NEmCfskMdKMAdN30JHsOmnFc=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/RectangularRegio
n$Builder.class
SHA-256-Digest: MME3hk2cpA8O8NXl2LgPuQUS8uvzvnm/M5c9BgVZDYM=

Name: org/bouncycastle/asn1/crmf/EncryptedKey.class
SHA-256-Digest: QPEOCfA2xcqhR/zaJEJxulvndEBaUjBqfR3ZzC6ZDRc=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedCrl.class
SHA-256-Digest: R2NWDEf/NhWZpyYk0hz6T3AWSPVsbXNRHaWEfilvLl0=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/RectangularRegio
 n.class
SHA-256-Digest: yXF+FAYVyIeSsWNi/UJCHMN6o9Ckc7DAvKL0YOwhYkI=

Name: org/bouncycastle/asn1/cmc/PKIResponse.class
SHA-256-Digest: YiWKpCrgy+F81sY4n043534hSqlBgNg8Bk8F6ntOGOM=

Name: org/bouncycastle/asn1/cmp/KeyRecRepContent.class
SHA-256-Digest: 1cQqYt4Gt2HjxcJkRs+lxG+NNKDMRxbw7oab/i5nQ/I=

Name: org/bouncycastle/asn1/misc/ScryptParams.class
SHA-256-Digest: p9E3GqsYKuoKuqdizc6RP9bWNolOgeB8rTGT5pq1N9w=

Name: org/bouncycastle/asn1/cmc/GetCRL.class
SHA-256-Digest: J2GaR4gRMuDgl7eyr5kWiUYVbpoyd0B/L9iLhOfFwEY=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/BasePublicEncryp
 tionKey$Builder.class
SHA-256-Digest: 8NPJ9BLw/pwDn0qyEOuSDoJkp4Uof4zsWH8Aih/mmw4=

Name: org/bouncycastle/asn1/cmc/BodyPartList.class
SHA-256-Digest: w7uY6FHwEI+4g8M/JksdLjNIUPC8U2le91W54E4SjPE=

Name: org/bouncycastle/asn1/cms/OtherRecipientInfo.class
SHA-256-Digest: VMpd4djur+M6QD+0mIfQx/UBRzlnQrn772PVAZegemU=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/TwoDLocation.cla
 ss
SHA-256-Digest:
 S53FJNFUNQNGCzuF6X3IrbfwoNab+X58MdcRGm4mCak=

Name: org/bouncycastle/asn1/cms/SCVPReqRes.class
SHA-256-Digest: YNKgW/oWMhhp2W/MsQmju2H1qi0/pr4BD4rXvuhgcZ8=

Name: org/bouncycastle/oer/its/ieee1609dot2/Opaque.class
SHA-256-Digest: iyWzZj5CmQhubEbGi+vxyT8VzvINIQbLENMXjfgXcWo=

Name: org/bouncycastle/asn1/icao/CscaMasterList.class
SHA-256-Digest: jD5KuXPqFBHTVN1xY4o5qdY5CJ0hVoPGNsGB33tl1eE=

Name: org/bouncycastle/asn1/smime/SMIMEAttributes.class
SHA-256-Digest: zBlsqADVGgUKOz14ATb2nRbstVvZ9g22Q+uMdwI0qqo=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationRequestMessage.
 class

SHA-256-Digest: MIId3VtzbPGwyYD7y+Bu7Vat43THyZ+ZvTXq5X+Rmu4=

Name: org/bouncycastle/oer/its/etsi102941/Url.class
SHA-256-Digest: q8VMrxuWgMrhlw0SK/BZDEuWpytkboHksDWtoLoon9I=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataSigned.class
SHA-256-Digest: /uNUFaHuZqCjTPUYUD0AAcfZsf7EkmIUna24iXH/I3I=

Name: org/bouncycastle/asn1/esf/CrlValidatedID.class
SHA-256-Digest: B+gmgajD1LUnw5Hf66Lw1/D0imwEHygPNLj4ZuzuepI=

Name:
 org/bouncycastle/asn1/isismtt/ocsp/CertHash.class
SHA-256-Digest: ccDHnFW/LQjgzUOQKVfwPDlqZ/XFnAPjnFasR8L527Q=

Name: org/bouncycastle/asn1/cmc/TaggedRequest.class
SHA-256-Digest: VXmpnWFxW+vyfoUxsyh/UasG9akAMjsvlg89xUhIstM=

Name: org/bouncycastle/asn1/cmp/CertifiedKeyPair.class
SHA-256-Digest: QrwemKIRJWM9aWXgN0YIL1zylqep5+62J7/6ayYTegg=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationReque
st.class
SHA-256-Digest: UAUrhPt/jXIBaKupIZ5BAW+kXMIvmSQTPO6I6yupHeg=

Name: org/bouncycastle/oer/its/ieee1609dot2/EncryptedDataEncryptionKey
.class
SHA-256-Digest: f74fBdc5vzibYYNWaEM0eGN2E3YiF5/tmzMAUAmy/KE=

Name: org/bouncycastle/oer/its/ieee1609dot2/MissingCrlIdentifier$Build
er.class
SHA-256-Digest: wr2QkHBTCEaCOtQrhFBbJp/ebGuq1ZY1MPd21uJLKgY=

Name: org/bouncycastle/asn1/cmp/RootCaKeyUpdateContent.class
SHA-256-Digest: CQ95X9ln1URPMuLLUheiV63OnyqDquK3unFDByf6WWk=

Name: org/bouncycastle/asn1/crmf/SubsequentMessage.class
SHA-256-Digest: 1MsHI0hBhT4CFvo3+t3nBXV4pKohjk4Z9tFHeg0Cy3g=

Name:
 org/bouncycastle/oer/its/etsi103097/extension/EtsiTs102941CtlReq
uest.class
SHA-256-Digest: LCM9rSfzopYWsFxhVkZ6+Wxcbc/9ymTiiJgywGekY/0=

Name: org/bouncycastle/asn1/cmp/CMPCertificate.class
SHA-256-Digest: TpcbBLUdhBpM6nDM0BV9w8LQaTYkaD2rOAJfGWi1J2M=

Name: org/bouncycastle/asn1/cmp/KemBMParameter.class

SHA-256-Digest: zSDWUqbgIv/Wn/axLkiZMrpWaHchAtCFPfd558yLWhI=

Name: org/bouncycastle/asn1/cms/AttributeTable.class
SHA-256-Digest: tWmAcPjhvPcBk01vuGkph/5RoLqLVBDowDyN5pO+cXc=

Name: org/bouncycastle/asn1/esf/SignaturePolicyIdentifier.class
SHA-256-Digest: HP7apUc9Y/JpPVIwBR7uOmjN/9nM4o2NWaoOi4ZmJqs=

Name: org/bouncycastle/asn1/ess/OtherSigningCertificate.class
SHA-256-Digest: RXdd+IPpU7gy0k/04ItMkv4qG1AiN5VsUYCAcEVFI/M=

Name: org/bouncycastle/asn1/cms/AuthenticatedDataParser.class
SHA-256-Digest: MMlwgBPpdliT+ECGkcmcvb0LwevXJnZGQaskTpU0EjY=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashedId3.class
SHA-256-Digest: gKW/LpDvmWuYEvG8uonjH3V2RG+J/yQEEpMXuV0jFJ4=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/EccCurvePoint.cl
ass
SHA-256-Digest: teOp56yA3iexCzBO1ZD4B+RZ8j7W6YQifXprYcKYE8U=

Name: org/bouncycastle/asn1/cms/ContentInfo.class
SHA-256-Digest: qwDxyBmbZ+Exai1JXMkjBcagUIEPZT59DCD5u6Dl2N0=

Name: org/bouncycastle/oer/its/ieee1609dot2/Ieee1609Dot2Data$Builder.c
lass
SHA-256-Digest: XSd7I0NWRmULwm3KxkUJQoG9CY3VvB6wOW/XWxZeK3I=

Name: org/bouncycastle/oer/SwitchIndexer$Asn1EncodableVectorIndexer.cl
ass
SHA-256-Digest: XwNfws9nvsKpanLOJ03+//6xl4d/NHlyXFDY+vnNftw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EcdsaP256Signatu
re$Builder.class
SHA-256-Digest: Eeo4DTpF5CjTJ7rVoy2/HNSpCaa5EeFw+8zCtlRZEEk=

Name: org/bouncycastle/oer/its/ieee1609dot2/SignedData$Builder.class
SHA-256-Digest: bSqTUfeMZ6+ZoTuQtR2Wf/9sag8aiqBoAUu0QcJ8CBY=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationReque
stMessage.class
SHA-256-Digest: GHj2TbZRd6bmWB2gWp+Bi7kecvKjN6M7XRWVFTJCZDw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsidSs
 p.class
SHA-256-Digest: 4R/1A7Oe8VF/btivq9EqmTPiFhOTSC6Z0ZIq2FcidHw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CountryAndRegion
s$Builder.class
SHA-256-Digest: Gzrf74aXsRmWc+XRI8Ld4rw+McG4qaeWCNi3GdJFONA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/LinkageValue.cla
ss
SHA-256-Digest: Ug4GoZejJ1522lekndu6FBPqReYxe5Ny4/QQtyZXO/A=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/UnknownLongitude
.class
SHA-256-Digest: XJ7rxOI91UJzK3/W7VJ90ZIThVp5r5sJ84f0ZSZYTzk=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/ButterflyParamsOrigina
l$Builder.class
SHA-256-Digest: FfY0piNiaGcx1ZCYjCvf2kdTQhQtj+6WV4s0pAwfLRM=

Name: org/bouncycastle/asn1/cmc/PublishTrustAnchors.class
SHA-256-Digest: 7DMJE2nwUoYhoDA1SWT8PdXf6x04QiMUPSOOKDQn1Kk=

Name: org/bouncycastle/oer/its/ieee1609dot2/RecipientInfo.class
SHA-256-Digest: 99Y3f/6H6nYkE5NqHCMWmEfhD49MA703wILaEMaHti8=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CountryAndSubreg
ions$Builder.class
SHA-256-Digest: t06xzqfZp9GoODvPXngzjtbMZ9ELV70R8MYJRY/N8rc=

Name: org/bouncycastle/oer/its/ieee1609dot2/SignedDataPayload$Builder.
class
SHA-256-Digest: Xr9ZMFi3bbKuW625v2bPZa8rXi165h/YapmkWRawjXQ=

Name: org/bouncycastle/oer/its/etsi102941/DcEntry.class
SHA-256-Digest: D1ux6Xe4fN4wmn/vm6KhhaddwngJld0or/pkPUrg+MM=

Name: org/bouncycastle/asn1/eac/CertificateBody.class
SHA-256-Digest: Y1aO+7ifcKSon7PeTOcTGDhr+20Sb7mCLZG2J9cIHj0=

Name: org/bouncycastle/oer/OEREncoder.class
SHA-256-Digest: IkSLj4Cx+CmtVw9LPWvOI1/x883+zDVd3ZcNT+MBcTc=

Name: org/bouncycastle/asn1/cmc/CMCUnsignedData.class
SHA-256-Digest: 2MJXFMRLZW5i4/OZYg2BQmSn66xf7rqYIgwxqscLrB8=

Name: org/bouncycastle/oer/OERInputStream$LengthInfo.class
SHA-256-Digest: +UwAN9wd93/cNFv2tIUrj8R/ejNc1i2geKjoLq4zJCo=

Name: org/bouncycastle/oer/its/ieee1609dot2/ToBeSignedCertificate.clas
s
SHA-256-Digest: F0NRDXOEmEE7tUEQ3UvB7X8WQJwRdH08YxHNEOq6rI4=

Name: org/bouncycastle/asn1/cmp/PKIHeader.class
SHA-256-Digest:
 kSuoDCLh90fjVFCaceig7fJD8rpzZN82lt7SPqC6Du8=

Name: org/bouncycastle/asn1/cmc/GetCert.class
SHA-256-Digest: rPkcJu8k4R+tetzNmY+n80NBIThYHZQDIitxAaFm8aU=

Name: org/bouncycastle/asn1/crmf/ProofOfPossession.class
SHA-256-Digest: rHGRzMEA4iBTl6WgXvponj9kiVmkQyaByAb5JrCbNtk=

Name: org/bouncycastle/oer/its/etsi102941/TlmCertificateTrustListMessa
ge.class
SHA-256-Digest: 48Tb99iTZFWE3i1QqVPeBPT5jqypbgrPQ3PU4tV6n1k=

Name: org/bouncycastle/asn1/crmf/CertReqMessages.class
SHA-256-Digest: ua/eaeM3ME4MQ0dBBZ4puVxHcT0zpiYBJs4NJi8LknM=

Name: org/bouncycastle/oer/OERDefinition.class
SHA-256-Digest: Pq99F+5J9hK1Eam4ygxJwGqco1zZwnJQBbt/hFPqdH0=

Name: org/bouncycastle/oer/its/etsi102941/CaCertificateRequest.class
SHA-256-Digest: NXuuNYuZ0SGqHUtFi+Z982fFxdU9ebNhzHwsIruv4UY=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/IdentifiedRegion
.class
SHA-256-Digest: uX+y+Ynw5663DxPHeIm3FMmnMqcGrCMIIaERCmXjEMA=

Name: org/bouncycastle/asn1/cmp/NestedMessageContent.class
SHA-256-Digest:
 UmFbKNCeZRUwYg6UNkJ6j7yQDK3FC9tkLQflZLen6+o=

Name: org/bouncycastle/asn1/cms/AuthEnvelopedData.class
SHA-256-Digest: iqV0sjJ9/8h3zhdXoex6xb9c5yPgZKj+yUWxStEgIOw=

Name: org/bouncycastle/asn1/esf/ESFAttributes.class
SHA-256-Digest: gqL99dklMr9ga/OIey9Q7E0/bSh4KNNsyEnOMwnnghM=

Name: org/bouncycastle/asn1/smime/SMIMECapabilityVector.class
SHA-256-Digest: eWJdu5tTkfBItTUU7XlndHZ29HlxSJTaW5MSz+VjJGc=

Name: org/bouncycastle/oer/its/ItsUtils$1.class
SHA-256-Digest: E2M8k7oY8Tf4AT48gFEF76tnnfF44x2C4FIHjNzCWWo=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/BitmapSsp.class
SHA-256-Digest: aI7DLPDQbgmdXyK4Pfdah3q/aIWCjoncBjTIdolLbEM=

Name: org/bouncycastle/asn1/cmc/ModCertTemplate.class

SHA-256-Digest: oBazIfIs6yFPCc/7bLhPdIeTNAzu4WD5Q0B5DMUQTh0=

Name: org/bouncycastle/asn1/eac/RSAPublicKey.class
SHA-256-Digest: z8dwMzhghuOnjfol3Mvx81gUdJaEYDX/AOzIhFv1/W8=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationRespo
nse.class
SHA-256-Digest: MyLzdeTeT9wk92zinCVlW/cDRJrnJ4ZV+hUhjcVgYzI=

Name:
 org/bouncycastle/oer/its/etsi103097/extension/EtsiTs102941DeltaC
tlRequest.class
SHA-256-Digest: CAmj2Fz/zgUQSjI6Rv0ftZ/8f1H4Brd3KIgm82zE+2E=

Name: org/bouncycastle/asn1/isismtt/ISISMTTObjectIdentifiers.class
SHA-256-Digest: fxesIP2LYicNP1g6N9Uj8RVObSQmSckB9asKKnNE0B0=

Name: org/bouncycastle/asn1/isismtt/x509/AdditionalInformationSyntax.c
lass
SHA-256-Digest: 0QABstWptuVjeRvneqlmHUdt0S7qZPCjNZWbazFesBs=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Time64.class
SHA-256-Digest: yVaJcDcs5jFPlxhu4rESeYCtHgNOMTqBF9bwEM1OJII=

Name: org/bouncycastle/oer/its/ieee1609dot2/AesCcmCiphertext$Builder.c
lass
SHA-256-Digest: 6Dmf5xleQ14UpWZveogo4PAND8xLtloFGj5pofjZ9oM=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/ValidityPeriod.c
lass
SHA-256-Digest: dD9KVDUseb18v6ov+ZtGl0V6T2e0MziwQN28Oo+jPtw=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationResponseCode.cl
ass
SHA-256-Digest: GsrgyIUyRdZvhY2fA+n4HAlEgUF2yVV/VmDF9t/a9cA=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/SubjectAssurance
.class
SHA-256-Digest: 0Hzpv2VwDdmbfqx7bgwGByd2t+zRfxSJruz9kkm/cjg=

Name: org/bouncycastle/oer/its/ieee1609dot2/EncryptedData$Builder.clas
s
SHA-256-Digest: PWJ5TUciboUrHD0Zjk3Rpj1sWISwI5YYCmlwoh8u8XM=

Name: org/bouncycastle/asn1/cmp/POPODecKeyChallContent.class
SHA-256-Digest: TQgnC/xtg9/G+SConiG//t3By/g3mwfZyFZksDh2c4E=

Name: org/bouncycastle/asn1/cms/ecc/MQVuserKeyingMaterial.class
SHA-256-Digest: ImrBiM5ximn4LJHxyxHXRDYAtC7yMDjGG4eJCvsOwOI=

Name: org/bouncycastle/asn1/cmc/CMCStatusInfoBuilder.class
SHA-256-Digest: W0Mxn5gvktfvN0AO0ZgCbwiBDZuCimosajsgrG08tHo=

Name: org/bouncycastle/asn1/dvcs/DVCSCertInfo.class
SHA-256-Digest: xr73Nx+VnF0BavTotBy9KVJIkW3GVq2Jk8ejU20dn14=

Name: org/bouncycastle/asn1/cmp/PKIStatus.class
SHA-256-Digest: aiFr7YamAb3QrfsokjbrDAhB1U+xhTanL9QWWgLVIbo=

Name: org/bouncycastle/asn1/dvcs/CertEtcToken.class
SHA-256-Digest: S8aPHSUSRi9QJZy4EjPPKPNBPd0fIbLOnuvo22bw9Bk=

Name: org/bouncycastle/asn1/ess/ContentIdentifier.class
SHA-256-Digest:
 iORsB4oLtw7ngwQ0k8RfuW/82Z0bxggPr9vu3ge7xwM=

Name: org/bouncycastle/oer/its/etsi102941/basetypes/Version.class
SHA-256-Digest: Ku+uxyuIe0AWA3AG0QoozeUrbMXqSWDHVPkBofZZQn8=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PublicVerificati
onKey$Builder.class
SHA-256-Digest: PxgiNkX7VakWvTtByAn9fTI8pDyci82rwqBNnAhrKKs=

Name: org/bouncycastle/oer/its/ieee1609dot2/SequenceOfCertificate.clas
s
SHA-256-Digest: pxid0lj0flklaV35lQGbWR14E4CCEPS8Le4zViV5a6E=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/ButterflyExpansion.cla
ss
SHA-256-Digest: oia2HFmp8ln6tVkxQe8/bTrmd9KmV6t2uZkBCAHfi9I=

Name: org/bouncycastle/asn1/cms/RsaKemParameters.class
SHA-256-Digest: bXSxP+Rn0nndtagHAajya1QEhPQRSKbaoIvduLNvqEY=

Name: org/bouncycastle/asn1/ess/ContentHints.class
SHA-256-Digest: HeTEMeHINAdw9YWwMrMdQsGTxp0Jo00sAlBbY4TLxXA=

Name: org/bouncycastle/asn1/misc/NetscapeCertType.class
SHA-256-Digest: kDVmu5kDSXcY35zhH3PnVsx83W1Q8r9jI8r6ezO+W7U=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/HashedData.class
SHA-256-Digest: 21CkFrMDQ1atsgnQxMB74pZKht5fw2gos+3lahoOKec=

Name: org/bouncycastle/asn1/cmc/CertificationRequest.class

SHA-256-Digest: OB/CUUkF9pLkO39BzpG1sL9dPUO60ElK8UfgBLCgJj8=

Name: org/bouncycastle/oer/its/ieee1609dot2/LinkageData$Builder.class
SHA-256-Digest: FM8lbNXkzaHymyKOYUpKZiAip5Qpn2/D0G0Uc3h+9io=

Name: org/bouncycastle/oer/its/etsi102941/EnrolmentResponseCode.class
SHA-256-Digest: PmRpOkpSYMVEiWMYnpGvN0a1UrvFCLScKFAKv24uvfw=

Name: org/bouncycastle/oer/its/etsi102941/basetypes/PublicKeys.class
SHA-256-Digest: KtdCkI+3+p+DR23LygAyDMPevoHf8e6WIFmntnag30w=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfUint16
.class
SHA-256-Digest: HtsZHWQs3fXY5Cvg0e1X0tY8Hrzi0IUR3CATjmAChtQ=

Name: org/bouncycastle/asn1/smime/SMIMECapabilities.class
SHA-256-Digest: +34VnhtjkR8VkXjvfLmWYyTQoy5s6TSdRwKFjsReEfY=

Name: org/bouncycastle/asn1/est/AttrOrOID.class
SHA-256-Digest: mw9hpQCyog0LQuc/m0R7YSqu+UegGSOKwrr0OTN5P1Y=

Name:
 org/bouncycastle/asn1/cms/KeyAgreeRecipientInfo.class
SHA-256-Digest: ODBMS2aELCKKRC7Zo5LutZIfeyRHsO5dGr2xhWJlYeA=

Name: org/bouncycastle/oer/its/ieee1609dot2/ContributedExtensionBlock.
class
SHA-256-Digest: 7rLbLfDSwKiyzfBedqFID3La8UuxwRxUOss2TpN6be8=

Name: org/bouncycastle/oer/OERDefinition$Builder$2.class
SHA-256-Digest: IPwGo1g8IMWIMuYEDHNyLugrzDoQJb6uLuVU+y37zzI=

Name: org/bouncycastle/asn1/mod/ModObjectIdentifiers.class
SHA-256-Digest: nAV1TkwovKvl6lXv0RUMulDv6d27LtrExzePxFtZu3I=

Name: org/bouncycastle/asn1/iana/IANAObjectIdentifiers.class
SHA-256-Digest: RHJVecYkDIhcBvZ+fICVrrjGIVuuM17GN7Jdwg5B5wc=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/LinkageSeed.clas
s
SHA-256-Digest: kIt3ctPx7NLqImNZfrih9Gr8yNEAkT7tzybrv59Hx5s=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CountryOnly.clas
s
SHA-256-Digest: L46ZscAk3nOjM7ac1UO1LRwaOT5Vchlemzjq5Utxo5c=

Name: org/bouncycastle/oer/its/ieee1609dot2/ImplicitCertificate.class
SHA-256-Digest: YH8aJtIvlM0YcPd2NQxjf1ZETktYgLSTtsl7WkGvWCE=

Name:
 org/bouncycastle/asn1/cmp/POPODecKeyRespContent.class
SHA-256-Digest: NClcH4Na/8MXRnL+clm2DmHuZfwR3kifM+EvDU1BraU=

Name: org/bouncycastle/oer/its/ieee1609dot2/PsidGroupPermissions$Build
er.class
SHA-256-Digest: 7LkVsOPg/jzEwl5WlVqzuHPiAuidjpAYnFNwMtbBnFM=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Longitude.class
SHA-256-Digest: XnMiHdNbBo0ycAa4zQlQ3Fi98F+7zQIV7cPN3U7hSus=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PsidSspRange$Bui
lder.class
SHA-256-Digest: 2vylCltGabUfAG+oN4uYqse+9/VgRAy+B2go2gBK55U=

Name: org/bouncycastle/oer/its/ieee1609dot2/HeaderInfo.class
SHA-256-Digest: FQhgt0sQkHIkLgFc1TelT4gkoDdwbTyvN0M5xiWuSUI=

Name: org/bouncycastle/oer/its/ieee1609dot2/IssuerIdentifier.class
SHA-256-Digest: dicLX95rxQNER1a1tSJP5SvVXcQs6pCqPh7nvgNr0RM=

Name: org/bouncycastle/oer/its/ieee1609dot2/PduFunctionalType.class
SHA-256-Digest: kfsuOjvB2vSmfef4JlED5y2LGvlw5exr3tr4dic4+AI=

Name: org/bouncycastle/oer/its/ieee1609dot2/PKRecipientInfo.class
SHA-256-Digest:
 3Ys/jWJ+12pyLV1W9HMc6FrADmxd5u1nKJqzlI5H/YU=

Name: org/bouncycastle/asn1/cmc/CMCStatusInfo$OtherInfo.class
SHA-256-Digest: 6V5ipc0TXCUCuhBMdE51FlB22zARmZ+K70OVTM4ozC4=

Name: org/bouncycastle/asn1/eac/CertificateHolderAuthorization.class
SHA-256-Digest: wMpLFdFcqgStZg/ZOZvJ5IO8lB+D2M3I34JOpkrIx9c=

Name: org/bouncycastle/asn1/ess/ESSCertID.class
SHA-256-Digest: M00+cUHxNo+qsZrWkV+0xqlQK9IVUsHI3zHkF0/Yh8g=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsidSs
pRange$Builder.class
SHA-256-Digest: ydQAEoJrb3WYLredCeEaWJaap/23R1AM7ckBeOEcLn4=

Name: org/bouncycastle/asn1/cms/EncryptedData.class
SHA-256-Digest: fQkD6xBwM5eSVoVQ/xLVUu2ncze0wQHy9MTDvKZpiuQ=

Name: org/bouncycastle/oer/its/etsi102941/CtlCommand.class
SHA-256-Digest: jas6qk+u9MghtMVxb6DsSUCzFdi31qWgheZKZJh0+vo=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfOctetS
tring.class
SHA-256-Digest: oDEjsi2WfqUadpmi4+EQrI9krT7+7ER7rS5syepuluU=

Name:
 org/bouncycastle/asn1/cmp/CRLSource.class
SHA-256-Digest: K2gPlNYJfw3rwdGRVas91T2tao7Ttn4FjumyWliXT7U=

Name: org/bouncycastle/asn1/cms/TimeStampAndCRL.class
SHA-256-Digest: MypW2Bt+n7zOHkyeJ0kO0uOaFz6mncnsanBTnRAy8Oo=

Name: org/bouncycastle/oer/its/ieee1609dot2/CertificateType.class
SHA-256-Digest: lFQlzCjNbltQj+7GyO5Sg3N8Ojy82tax51bAVVocvr4=

Name: org/bouncycastle/asn1/cms/KeyAgreeRecipientIdentifier.class
SHA-256-Digest: ZVuxUqfHhO0xtb4hHZPVXaiiea5DxJ6uFZ0p2WWnzo0=

Name: org/bouncycastle/asn1/cmp/KemCiphertextInfo.class
SHA-256-Digest: S5gZ/YHA5zI7ogWf3J+BnDVWaVKBr1lLOx7f9ok2fpw=

Name: org/bouncycastle/asn1/smime/SMIMECapability.class
SHA-256-Digest: Nr2yk1fo3+w6E5n7Yw7QaOE4uSVo+CZRAkdbCIu/6i0=

Name: org/bouncycastle/asn1/esf/OcspListID.class
SHA-256-Digest: ThNfeFjfdhOKJC9nhXXjrqR0RVs1TLQ2i0Vo5GfesHI=

Name: org/bouncycastle/asn1/cmp/OOBCertHash.class
SHA-256-Digest: 9/ocBUgNRAndJ11fst9JyV3GUZJoFUrEsKlc0DYlHY4=

Name: org/bouncycastle/oer/its/ieee1609dot2/SequenceOfPsidGroupPermiss
 ions.class
SHA-256-Digest: OMzDEokYXsxkMR2IhcMx83rx0oob5Ckeif19CZEmxHI=

Name: org/bouncycastle/asn1/eac/PackedDate.class
SHA-256-Digest: 2RsiBhyWJn/t1ts+AY5vnTwdOhP4uFKY40lkq4x91rk=

Name: org/bouncycastle/oer/its/etsi103097/extension/EtsiTs102941CrlReq
uest.class
SHA-256-Digest: oLQ+MLJmaSKLi2unj9o5tXTVCiVPfEiHaXnDz8vhe3I=

Name: org/bouncycastle/asn1/esf/SigPolicyQualifiers.class
SHA-256-Digest: /LrW/mPQA1w2LuMRTS9Xz4UWs+wfJaVMwNdR4YHnCC8=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PolygonalRegion.
class
SHA-256-Digest: jwL0ndWq/BWMZdvUskMpHwdgt2eEAZAv70JCgHozLCI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EcdsaP256Signatu

re.class
SHA-256-Digest: /9dJH607tEVh90396eA8HumMPjZN7r+d+/0Ys69YPyQ=

Name: org/bouncycastle/asn1/cmc/TaggedCertificationRequest.class
SHA-256-Digest: 7f9zr6okqaOeJSGhHEsw0lDvMcg+oO2YOPNBywqwXXs=

Name: org/bouncycastle/oer/its/ieee1609dot2/LinkageData.class
SHA-256-Digest: W1Ncu7c5eQMpeX4YC/e/QU2kgat6IYpz6jvhYs2dfO0=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Duration.class
SHA-256-Digest:
 XDqucyyH2o9Nr2RDOzPcifGGgmRgS1bYX7qkDv+lL2Q=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataSignedAndEnc
rypted.class
SHA-256-Digest: 6Qut3G9YSO1duDF7szwh15PqQj4NVUJSWATGhERqEqg=

Name: org/bouncycastle/oer/its/etsi103097/extension/EtsiOriginatingHea
derInfoExtension.class
SHA-256-Digest: mqHJtfyGv1FaJrsOF5eUfDjWZkNPKP3dlhjwhQ4FiV0=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Time32.class
SHA-256-Digest: eOwRHbYl/I+pnrtRBb+GruFn3naHGBsMc4oG6FuTpfQ=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941Message
sCa.class
SHA-256-Digest: 63VM49FY7naMx+7WkN5YdACm+MXrJhaCYj8LiKUj5J4=

Name: org/bouncycastle/asn1/cmc/PKIData.class
SHA-256-Digest: ZZPm6m31RgKje7HWMENsPkHGzBycwUE42YY0KxI+nyk=

Name: org/bouncycastle/asn1/cmp/PKIMessages.class
SHA-256-Digest: BNYvjseOD4QdJ9Lm8+PWPFjjTbCsiKm+gqIPkFmE02I=

Name: org/bouncycastle/asn1/dvcs/Data.class
SHA-256-Digest: pYcuSc2e2HS1l5aWzE3L4KqcztVnvP6IhM5ODIL3ojM=

Name:
 org/bouncycastle/asn1/cms/Attributes.class
SHA-256-Digest: BLbkZxYHwAaEytJOqV7sWnv7erZNOIPt46bAyVlWRCg=

Name: org/bouncycastle/oer/its/etsi102941/SharedAtRequest$Builder.clas
s
SHA-256-Digest: tsLldoIv771S1Avb9QfI0gzFhL7OxhH4R7zzGyqnXaQ=

Name: org/bouncycastle/oer/its/etsi103097/extension/EtsiTs102941CrlReq
uest$Builder.class
SHA-256-Digest: ZguFIZO4oJ8CmROc5d6DpQ+K6lkcuVEhrWxtSGctS9M=

Name: org/bouncycastle/asn1/cms/IssuerAndSerialNumber.class
SHA-256-Digest: REmYAvaowi63RGBgS4pr72dW28R1LBpqX5bcBDD8SOo=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationRespo
nse$Builder.class
SHA-256-Digest: EpIgyiq3BQhWXeC+a+TjjnYY2us2TYV+QEQHe3poexA=

Name: org/bouncycastle/asn1/crmf/PKMACValue.class
SHA-256-Digest: 8TCAB0+g/nSuaGrlb6bwYENJqvmw1gXK8RrnKaQcp1o=

Name: org/bouncycastle/asn1/eac/CVCertificateRequest.class
SHA-256-Digest: /OGEDle0z4Fns0m+Nm3/jctsE6a36LL8mNM9OWL+VeQ=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/KnownLongitude.c
 lass
SHA-256-Digest: haplorbjhsWylyIyo3U5Seh5CRr76kuUX7NQHa3BxcY=

Name: org/bouncycastle/oer/its/ItsUtils.class
SHA-256-Digest: e+QTYkcSlAMMHTRsBaJkdPGg47lDVXzu2YbSzeVyfQ4=

Name: org/bouncycastle/asn1/misc/VerisignCzagExtension.class
SHA-256-Digest: rM3Z85boZsKvCL8yszfKNByeErAhBYG3Rry9S9G1dHI=

Name: org/bouncycastle/asn1/misc/MiscObjectIdentifiers.class
SHA-256-Digest: 7W5jfVcG0c09FlGSdgvgW1EdbHJ3FQUSSfdM7SnGiTw=

Name: org/bouncycastle/oer/OERDefinition$Builder.class
SHA-256-Digest: NY9ozrZ/atip2zCf0RUwZWE1YKX1zV6lYnaZdDZcv+E=

Name: org/bouncycastle/oer/its/etsi102941/RcaCertificateTrustListMessa
ge.class
SHA-256-Digest: F7MhrRt69JU3p+7ETZCdgQyHjj5wqAcOEaz+qKBs83M=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PsidSsp$Builder.
class
SHA-256-Digest: c1rD5wlokeg0rvJTcJM1k0pZtWO8olzk9Z7m4cgH90Y=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TypesEn
rolment.class
SHA-256-Digest: so93Ik2V9+U+p8KxHYw2F8GsWVC6QfEF3uZnJITx78U=

Name: org/bouncycastle/asn1/crmf/POPOSigningKeyInput.class
SHA-256-Digest:
 S2RJGdX3Gg5N8B7EXX7kKVe+iZmGsoS1ai0wUp3X+Gg=

Name: org/bouncycastle/asn1/cmc/PopLinkWitnessV2.class
SHA-256-Digest: Q1bANLv5sFs+ePaNvO7ih2RyaEPdqoyOj6wbCwuKplM=

Name: org/bouncycastle/asn1/cms/TimeStampedDataParser.class
SHA-256-Digest: Lt5ssayS+0GSX/nLwVt5dV3byLOTMWC9K7veg+Hypdc=

Name: org/bouncycastle/oer/its/template/ieee1609dot2/IEEE1609dot2$2.class
SHA-256-Digest: lpgJJf+uQtYkOy8xJHzsIyUFb2zHQS/TZPuTPSQeyhs=

Name: org/bouncycastle/asn1/crmf/CertRequest.class
SHA-256-Digest: 0BxP1kaRRGclRQZXijjqDcmhyvsYuJuQQliLyir8f3s=

Name: org/bouncycastle/asn1/oiw/ElGamalParameter.class
SHA-256-Digest: p3OGwTxkh/EAs2rTOywQedjEZAP0b3g3rVrA+XypCS8=

Name: org/bouncycastle/asn1/cmc/BodyPartID.class
SHA-256-Digest: A+vJ0RLXHAEKNCRK3N9wtF8uGR2OKhZ1kUVRbcVl/L0=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Point256$Builder.class
SHA-256-Digest: 0EKa6rzg8d+/DdcetdYT9dY6NIqu6UsD3TB3s8xUTrI=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/EeRaCertRequest.class
SHA-256-Digest:
 LQolqS4Fdjrt2sUOFvoB/Ipf4M/69N+9XQ0urROp9M4=

Name: org/bouncycastle/asn1/cmp/PBMParameter.class
SHA-256-Digest: bed+/WjUGN5Y7P1k7Gw+9TLIzVWV9BqY55VEA+f1k3E=

Name: org/bouncycastle/asn1/cms/Attribute.class
SHA-256-Digest: 3f4pyoWLFDP8DenvQ4fKedh+N2m+VZl+ldWWb+4ZVcY=

Name: org/bouncycastle/asn1/eac/EACTagged.class
SHA-256-Digest: /7DFkCBV8i7BkrN0BEtDzuKpcMJKO73zSC6yPFpK544=

Name: org/bouncycastle/oer/its/ieee1609dot2dot1/AdditionalParams.class
SHA-256-Digest: DmpagbebhmoiyavF/nEbGTLo5tN3AJoploYhHJJlM7Q=

Name: org/bouncycastle/asn1/cms/KEKIdentifier.class
SHA-256-Digest: QQ+7gUyGuTJcEIHieGzNxrltdG2R79kNj9tggGwcBv8=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/EccP384CurvePoint.class
SHA-256-Digest: REw3fioiEAYoUY2/S5dWEAaWhtQFn7rIOTe7fcdyqD0=

Name: org/bouncycastle/oer/its/ieee1609dot2/Ieee1609Dot2Content.class
SHA-256-Digest: zI6X+S9wL5h9CX+O3lyu7RZFL1DqHGZl3mda9ayPCPI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PsidSsp.class

SHA-256-Digest:
 RjOGymsDewxOhuywxOvpB4NbbirUmQebvN0kx5NwrwU=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/RegionInterface.
class
SHA-256-Digest: dtF9NGF0sX3Y9uOXfZBT89pmd86PcIabwwY6HrXB3Ds=

Name: org/bouncycastle/asn1/cms/ecc/ECCCMSSharedInfo.class
SHA-256-Digest: DprhjV7LXlj4jRukFNWr7bHvUq/bjBOC5SIJe5qvNPg=

Name: org/bouncycastle/oer/its/ieee1609dot2/SequenceOfPsidGroupPermiss
ions$Builder.class
SHA-256-Digest: EqDJ4yPnjmyRHz310r4g0WShGu+aWNRR+1s0Wq4vYzA=

Name: org/bouncycastle/oer/its/ieee1609dot2/SignerIdentifier.class
SHA-256-Digest: DnDyrCbO2Bq99turHgK1fcMLSADbmPKH0hMxP5gELMc=

Name: META-INF/versions/9/OSGI-INF/MANIFEST.MF
SHA-256-Digest: C4AQ0MXcLB45h9Jyrz0+Jwz5sRVkt8FMEprF9T2ySTo=

Name: org/bouncycastle/asn1/eac/Flags$StringJoiner.class
SHA-256-Digest: fWhBLb7Ze7GJnAddK/pl1XdB0kuwv3Ru3IMM/SwX+gY=

Name: org/bouncycastle/oer/its/etsi102941/EaEntry.class
SHA-256-Digest: h27Dgu9aJaCpOF3qpR/suvuB3wu40Ten3iNQsf7lKTM=

Name: org/bouncycastle/oer/its/etsi102941/InnerAtRequest.class
SHA-256-Digest:
 VO9R5GzGCQjI6YAYfVZ2eN3FgfvLCw9BkX6cSJNoTQA=

Name: org/bouncycastle/asn1/cmc/CMCStatus.class
SHA-256-Digest: EuJe6qdugiLQ63BcQDEvJqxpSmbaWm3sx7vRbdI+7D8=

Name: org/bouncycastle/asn1/cmc/ExtensionReq.class
SHA-256-Digest: 6hqAgfPWRCVbm0geBQxWS5rK52/7mDIkUKdMTXXaiU8=

Name: org/bouncycastle/oer/its/etsi102941/EnrolmentRequestMessage.clas
s
SHA-256-Digest: vbCJv9us9zO6IHv2wf0ccBg/UGQ5poDEwbRiz3I202E=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedCrl$Builder.class
SHA-256-Digest: 13unk9Cq9BnGg0KJy+Pqq6J0rrwm+LkgFAGNMKyMDhI=

Name: org/bouncycastle/oer/its/etsi102941/RcaSingleSignedLinkCertifica
teMessage.class
SHA-256-Digest: eDW7h63/47+hT+WtgSFzySOVRGec0f8Yo9WcRZPr924=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/BitmapSspRange$B

uilder.class
SHA-256-Digest: ch0WNRgluHJgvtibUCyldHxKkRzRPXMp6wmQ8DsForo=

Name: org/bouncycastle/asn1/dvcs/DVCSRequestInformation.class
SHA-256-Digest: MbzhCS7QSWqdP/+IpwC5p+yecevSxfXKzdR05MCpt10=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/EcdsaP384Signatu
re.class
SHA-256-Digest: 7hxwtSHg6+wlNPo4XNAw9qsz3BRdkMtqKWxPShGAKaA=

Name: org/bouncycastle/asn1/cmc/CMCFailInfo.class
SHA-256-Digest: b33USi7gF8A8Fc2d9s7jBojZPudN20INP0DbnhDJ+nM=

Name: org/bouncycastle/asn1/tsp/EncryptionInfo.class
SHA-256-Digest: rmt8z0nkMwRfs+zEDGO50P62MIcZ4k27XPKkCAbbnug=

Name: org/bouncycastle/asn1/crmf/CertId.class
SHA-256-Digest: Xah4mmmngmq00tzAxUk106nP/6gFwLlgiOFRBUSlR58=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfHashed
Id8$Builder.class
SHA-256-Digest: 0R8ULf5OqkRMs8U0CUfV5d60MzRQ+XDpsg+a1WsJ0NQ=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/GeographicRegion
.class
SHA-256-Digest: k1cBi5/NnAHDrCaY+JEjmDQcndtp/0OZtdUChHDIeRI=

Name: org/bouncycastle/oer/OERDecoder.class
SHA-256-Digest: HSH+wAbH0RIXa/mV3IwHDprG2s0pj1j7aGBQ2a/ph5s=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/LaId.class
SHA-256-Digest: 25iTWa/T9eAKBqXgegRUXLErcVBMbvuqbVg3mzYxA5s=

Name:
 org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TypesAu
thorizationValidation.class
SHA-256-Digest: hXxrbKo+oMc27HhaAdalKBGCRlmQmP3pdr6VlupNMyE=

Name: org/bouncycastle/oer/its/etsi102941/SequenceOfCtlCommand.class
SHA-256-Digest: DZWH/ZtyQNB1VjX6KEp+t15seD7LLif1VaGCy48728I=

Name: org/bouncycastle/asn1/smime/SMIMEEncryptionKeyPreferenceAttribut
e.class
SHA-256-Digest: iQJXNLhwhEfJz4tNyHnHD3O+iXCrIKUojrXsjUNyRak=

Name: org/bouncycastle/asn1/cmc/CertificationRequest$CertificationRequ
estInfo.class

SHA-256-Digest: uWfETFnAXCA5zQHWnVUVzs6hb5I1hXPdvH1b70iuDaA=

Name: org/bouncycastle/asn1/cms/EnvelopedData.class
SHA-256-Digest: Ct3OdLTK4FUKuLCGPu/ympUCeNjNbc//DOVE5AEgILI=

Name: org/bouncycastle/asn1/cms/OriginatorIdentifierOrKey.class
SHA-256-Digest: YwkU6Rs3HL0+pe2r+3R/J9wMFIKWHiJf2grShIHjdMI=

Name: org/bouncycastle/asn1/esf/SignerLocation.class
SHA-256-Digest: Hzgd8UBY2iw+yyfy2BH+OsoAbFfZGS5B8aJs+qKqrHc=

Name: org/bouncycastle/oer/its/ieee1609dot2/MissingCrlIdentifier.class
SHA-256-Digest:
 Qdq6W34qwcERGwRZJ+xvL+FDrzIGgpXg5WUKwyQ60g8=

Name: org/bouncycastle/asn1/tsp/EvidenceRecord.class
SHA-256-Digest: WBvoS88bRTd/OSgJm0VvFGBh9R7/QYYiSTC8BP9WbDw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Psid.class
SHA-256-Digest: mLTd69vbHg0+wCjVtxYs0+UhFeVrf45m9SgjuvYvlt8=

Name: org/bouncycastle/asn1/cmp/RevRepContentBuilder.class
SHA-256-Digest: +koz0t6HGLvs6whRQXuTnrvjN0b7gfHzY4ZsloCmFkc=

Name: org/bouncycastle/oer/its/ieee1609dot2/ToBeSignedCertificate$Buil
der.class
SHA-256-Digest: yysvM4F9BzYFTgX0mn6DVs7M4MpykKGI57EwSQY6S4w=

Name: org/bouncycastle/oer/its/etsi102941/EnrolmentResponseMessage.cla
ss
SHA-256-Digest: Boe+P1sHrM0B3LgE5Uyl5H1yckRSkU8YJ+/Dz3QNGXk=

Name: org/bouncycastle/asn1/cms/RecipientInfo.class
SHA-256-Digest: Ixak66HQJv0D6O1ped8HJsSo7mSU2k4JyA0WwJFNyt8=

Name: org/bouncycastle/asn1/eac/Flags.class
SHA-256-Digest: 40X85vRzwvKrRtQiDKdYlulzwbmp5vOADfZ9ukmfu18=

Name: org/bouncycastle/oer/its/template/etsi103097/extension/EtsiTs103
 097ExtensionModule$1.class
SHA-256-Digest: zG/M4NOduCvJiajWK+CHOrMi7vD/ffeBtbuRxHjsBg8=

Name: org/bouncycastle/asn1/eac/CertificateHolderReference.class
SHA-256-Digest: 5xXlJYWnDLf0emu851VveYTCE/c8IIrDj6ungmGn280=

Name: org/bouncycastle/asn1/cms/TimeStampedData.class
SHA-256-Digest: D7UQ8slvFvTrKm/Ab7K72XlSkgFNKnS/QNhyMf388lI=

Name: org/bouncycastle/asn1/cms/AuthenticatedData.class
SHA-256-Digest: 2kLMc6drELN0qDg4d1mk0u5026+UGeiovsA494ds3gw=

Name: org/bouncycastle/oer/its/etsi102941/InnerAtRequest$Builder.class
SHA-256-Digest: tOcRoYaHCDz/IEYvT3UeY1XPySuqrG7JdqfOsCYDY2o=

Name: org/bouncycastle/asn1/cmc/EncryptedPOP.class
SHA-256-Digest: +zr6OiXdM8j31le1QE2BNEIR5pfh5nVtyIUt3SdWZ5c=

Name: org/bouncycastle/asn1/cms/KEKRecipientInfo.class
SHA-256-Digest: cYixgrH9z91FcF5pDQwJFWBJ0boJzUjFgfgDA6axZcU=

Name: org/bouncycastle/oer/its/etsi102941/TlmEntry.class
SHA-256-Digest: jcCRMszaaT+sVAh0OwSBr6YHPPR7Envi5PQtmb73+7g=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataSignedExtern
 alPayload.class
SHA-256-Digest: 7fbZ4tupXKMNeKgTpOtjuXFdAWc9yUGxO0eF5ZEx8AU=

Name: org/bouncycastle/oer/its/etsi102941/CaCertificateRequestMessage.
class
SHA-256-Digest: bGuSaf932gZp3QUgxJr+0pVXPG1508Qa8nF1OMbIgOw=

Name: org/bouncycastle/oer/its/etsi102941/CtlFormat$Builder.class
SHA-256-Digest: Iu1dQfXUavu0GDs4t6APtMU7bSrfVT105ZkAK8wgYtw=

Name: org/bouncycastle/asn1/crmf/PKIArchiveOptions.class
SHA-256-Digest: KBpIAmTj9T8SZfXlAULjFkVIJ8oKI8/cvuEp7SdNyYw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CircularRegion.c
lass
SHA-256-Digest: BnAeEgL5trLH2v4MXKTS7cwL4xxDNIaNlPy6s8xx9OM=

Name: org/bouncycastle/asn1/cmc/BodyPartPath.class
SHA-256-Digest: CFVX3Z9SU3ZfYzWIFDA8oS9Cssh8GBU7QAkNLVqyzcw=

Name: org/bouncycastle/asn1/cms/OriginatorPublicKey.class
SHA-256-Digest: W+1F1P/HIskL1NophDfleh6r/uMBm6+9oNryGedZGF4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/RegionAndSubregi
ons.class
SHA-256-Digest: Tj2ZLxUJfWT7cWb/uVuvvQO8KmmZciOUgFuSwholRz4=

Name: org/bouncycastle/asn1/eac/ECDSAPublicKey.class
SHA-256-Digest:
 6VztjM8q6HaHPaSAqHRJcWGZO1yjkYRHdrM8188npWU=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CountryAndRegion

s.class
SHA-256-Digest: b6ozjPrvyPcwZpldBu/YGXRVJ1Nsk1jPOmds26FoBkk=

Name: org/bouncycastle/asn1/eac/PublicKeyDataObject.class
SHA-256-Digest: prIMX5zYCs+Sh3ov8rdOcS3+4jcgZdkIOEMTLcrH6vs=

Name: org/bouncycastle/asn1/crmf/CertReqMsg.class
SHA-256-Digest: gc/xaRryMNPjHhn2jQzuMoY9oiXAWaja7ZhxzdOQVrE=

Name: org/bouncycastle/asn1/dvcs/ServiceType.class
SHA-256-Digest: zxoMIpAYsXIKxh4NpMjUoWdAgU/5Qylnj/fMhjVb6Rk=

Name: org/bouncycastle/asn1/crmf/AttributeTypeAndValue.class
SHA-256-Digest: aOEDtjUl9vDLDFxTL/zHNxNvqsSY8bTuMhl+FfWMkN8=

Name: org/bouncycastle/asn1/crmf/PKIPublicationInfo.class
SHA-256-Digest: b7uEPjIFKVmINmzZRWiPMXNIwRW5ty1RuKMLlGKYwqM=

Name: org/bouncycastle/asn1/rosstandart/RosstandartObjectIdentifiers.c
lass
SHA-256-Digest: ZRzgdRC20GOwc3hXaM/Fj2Gpzn+9ac2bsdrxFIcM/GI=

Name: org/bouncycastle/asn1/icao/LDSSecurityObject.class
SHA-256-Digest:
 fKo/FuznwQZiSoXiuITH5dbkrcEZeFn1J2vXT7OkYUg=

Name: org/bouncycastle/oer/its/ieee1609dot2/VerificationKeyIndicator.c
lass
SHA-256-Digest: FMNU7Wq2a3omLAEljdCVCobPoVnRoRUkOMVmX4nnNS4=

Name: org/bouncycastle/asn1/gnu/GNUObjectIdentifiers.class
SHA-256-Digest: k0qnbSV9t6ML2fauufiyVFo3lGCSGIisjrgR8K4Avuc=

Name: org/bouncycastle/oer/its/ieee1609dot2/SubjectPermissions.class
SHA-256-Digest: IH668Ky5iIphdCs/wauO/p8UARQh3mSaRXHA9Zxo+Wc=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/CrlSeries.class
SHA-256-Digest: 2pIoUs7SzoL4oRx8Rz2mch76joE5/0U2m+P0GERDVWs=

Name: org/bouncycastle/asn1/cms/CompressedDataParser.class
SHA-256-Digest: LuMbFc0H5xWN1fbsypQTIlo1ie6QU8zFFZQoNLxiJI0=

Name: org/bouncycastle/asn1/cms/CCMParameters.class
SHA-256-Digest: QTbya1OwdOeMXDvFGB0+ldqTDnsA3JMvs641iNHeqfw=

Name: org/bouncycastle/asn1/icao/DataGroupHash.class
SHA-256-Digest: +WUKZHyy/l90lPegkZIn5DX3yR7+NLUcgCpTDgg3YAM=

Name: org/bouncycastle/asn1/tsp/ArchiveTimeStampSequence.class
SHA-256-Digest:
 Zx3XJMzWqTTfkrojxbiUGoqplOWif2fNoXZzi1oCXew=

Name: org/bouncycastle/asn1/eac/UnsignedInteger.class
SHA-256-Digest: +WVgSc2zOUjjwx+MDzMogRCKBsuB+ixPrmatsHudouA=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TrustLi
sts.class
SHA-256-Digest: iKzVChJIdAq+8CrJrKsEUKOSpp56gD/92miXgr66jLU=

Name: org/bouncycastle/asn1/misc/NetscapeRevocationURL.class
SHA-256-Digest: +zwKIN9ittkkdi3aNw4XssmQnGj0HvIV1dSyp/fEoNw=

Name: org/bouncycastle/oer/its/etsi102941/FillCtl.class
SHA-256-Digest: 6IUclP7RFJ3EoLB0JRW09WH+XsqM5U/Q2b/TnEMfq4w=

Name: org/bouncycastle/asn1/cmc/CertificationRequest$1.class
SHA-256-Digest: PSdPJH7+f31pK7orhP+s5Md90wJCbdSduBAi7VL2wFo=

Name: org/bouncycastle/oer/its/ieee1609dot2/EndEntityType.class
SHA-256-Digest: 41XDMs0bkuMSOXzuPrRiPs8VhbuyPKzFJKmGMZqYRX8=

Name: org/bouncycastle/asn1/eac/EACObjectIdentifiers.class
SHA-256-Digest: Bfe40eDab/cJ+UR/ccft9ld3r4JpCQVGust1oPG0yNU=

Name: org/bouncycastle/asn1/crmf/POPOPrivKey.class
SHA-256-Digest:
 464FApYcQtk03bg/qGBDIaLIVwVcZTR/n7i1eNynS4c=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfUint8.
class
SHA-256-Digest: 1UvGQGtAjixrrY3VsKtLkMa/2Ik8hi3uDPawwmQ2NKM=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataSignedAndEnc
ryptedUnicast.class
SHA-256-Digest: 6pOXKPacluAjayGOxT5aSRbdrmDOzFKbsBnlZtIvSOo=

Name: org/bouncycastle/asn1/cmc/TaggedAttribute.class
SHA-256-Digest: tDr2xk0yO1sGvOMOaioVySADQbKbuJC8HI4pNgTFs6M=

Name: org/bouncycastle/oer/its/etsi102941/ToBeSignedLinkCertificate$Bu
ilder.class
SHA-256-Digest: x+t2govz3p75bAleC0fnR1ebfFLnXJhMlGvf0sQMLRY=

Name: org/bouncycastle/oer/its/etsi103097/EtsiTs103097DataSignedUnicas
t.class
SHA-256-Digest: 5D4kfBb6aCukZ0lns1Xnu2AslKcsbc6BR8r43+l8Kpw=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsidSs
p$Builder.class
SHA-256-Digest: SKpMtukcBEM6KaVaimfSQtx34prDJJA9DE6FXMJB2JY=

Name: org/bouncycastle/oer/its/etsi102941/TlmEntry$Builder.class
SHA-256-Digest:
 g9nSEFWKp/BAimtVaan/6I0EiB8UJ0m5MdN3YdG02zM=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfIdenti
fiedRegion.class
SHA-256-Digest: Z2Qbtf8XgAzed+jgOKawWH/mFDeSuBXcbihg1PC03X0=

Name: org/bouncycastle/asn1/bsi/BSIObjectIdentifiers.class
SHA-256-Digest: +XHwfzARSve7qamYT8GEB1xHhoEBLzoZJwH5DUsrR/s=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashedId10.class
SHA-256-Digest: eq9OKCam3ac4q3L/6dTABY3ceySEUa2xKEtttMIoofA=

Name: org/bouncycastle/asn1/nsri/NSRIObjectIdentifiers.class
SHA-256-Digest: /JxR/DBvFAm2TG2Igv6cQvhHd2HZg/PwTN8VaHihGpI=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/ServiceSpecificP
ermissions.class
SHA-256-Digest: VCeBB9wMIH5sMwu2dKQso8Ft4Hl/bL/KRYAMYMEpjIU=

Name: org/bouncycastle/asn1/tsp/TSTInfo.class
SHA-256-Digest: P/QlFQAWnrS1EXp+QUukO9/aJzrgMZtFhR1EO8qSKJU=

Name: org/bouncycastle/oer/its/etsi102941/InnerEcResponse$Builder.clas
s
SHA-256-Digest: Fd3pwozK8Juo6ZdfuiHc7H+rlddQlvH/4+DGu1r93As=

Name: org/bouncycastle/asn1/cmp/PKIHeaderBuilder.class
SHA-256-Digest:
 FoX6nZc6w5gozs5ekDvNeWQh+vISWCNYNjlJdYJcljY=

Name: org/bouncycastle/oer/DeferredElementSupplier.class
SHA-256-Digest: mkoibdOE3I9nVM4mm6NNjrp3b/Xqfb/XCxFGGzNE+Mk=

Name: org/bouncycastle/asn1/tsp/ArchiveTimeStamp.class
SHA-256-Digest: gV3zG6+kmRUNGfC6qHoTh/HyNakUyTU+CvLj/7NLBFc=

Name: org/bouncycastle/asn1/cmc/IdentityProofV2.class
SHA-256-Digest: wcUuz5iNvAq2Zfz0ZQ0gzsd1aKOzuOTxVByHB8XZiOQ=

Name: org/bouncycastle/asn1/cms/ContentInfoParser.class
SHA-256-Digest: fITUw4MfhDuIaeD4AYNfcYKOWAV5WZtD9nGt/xC4Dmg=

Name: org/bouncycastle/asn1/ntt/NTTObjectIdentifiers.class
SHA-256-Digest: 07YupIYP9UHfmSBcxv8CJVJ9W0+2dCATaVW87WgKfqc=

Name: org/bouncycastle/asn1/crmf/CertTemplate.class
SHA-256-Digest: T4OgrK6nGw4fvYSdpcAiG4bJk1N80mh7HhVu+ZiL4GA=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/NinetyDegreeInt.
class
SHA-256-Digest: d3zi3GBpuQuiP+qMTPi1xAlP3HBjs4AMwZTLUuAigsI=

Name: org/bouncycastle/asn1/dvcs/DVCSTime.class
SHA-256-Digest:
 zP18l1pRf9q+pN6TNwlEaaIb5h4dYfdj0S5HCaEsbNg=

Name: org/bouncycastle/oer/its/etsi102941/AuthorizationValidationRespo
nseMessage.class
SHA-256-Digest: Amip/jHuUaRqxyl6V7OywY5nTSlA8UKyS4kdhO4VQ8Y=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/RegionAndSubregi
ons$Builder.class
SHA-256-Digest: +c356QoNpTBvuNTDu4SetaWzH2sLp2hwZrgy6MmLfSY=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PublicEncryption
Key$Builder.class
SHA-256-Digest: IGRVbtgMLev1iJPJH6Shpmc5ioEzml2wOmKafZNqy/Y=

Name: org/bouncycastle/oer/SwitchIndexer.class
SHA-256-Digest: Emw1FIzyIDN8+7u1VVW2ee06gvaTZmQxEmIGwBQZkoQ=

Name: org/bouncycastle/asn1/tsp/TimeStampReq.class
SHA-256-Digest: 1NJZsM4KUzzeKYRRUU2SL2kf1nlrIE3+kkYnX+pOO74=

Name: org/bouncycastle/oer/its/etsi103097/extension/EtsiTs102941CtlReq
uest$Builder.class
SHA-256-Digest: HTIRuWIM1GXa715gIh2doPCC3DlRSngJyKS5MP1lyCo=

Name: org/bouncycastle/asn1/edec/EdECObjectIdentifiers.class
SHA-256-Digest: DYaVl+iQqusJ+y0Q8SBgcLc0fUG5nrVI39Te0E+2zsc=

Name:
 org/bouncycastle/oer/its/ieee1609dot2dot1/EeEcaCertRequest.class
SHA-256-Digest: 9UBFgSj291pXJ/+vxeWiYeDYO3+UISMx3R/UVIceOO0=

Name: org/bouncycastle/asn1/cmc/LraPopWitness.class
SHA-256-Digest: cr1bh8yItozgzCiFdjV5OcgNiggN7DSPBlkZllpbH8w=

Name: org/bouncycastle/asn1/dvcs/DVCSCertInfoBuilder.class

SHA-256-Digest: T6bX94i1Z4RrdTHiwNwC38h/lMycupRcDS1t/fBhWzQ=

Name: org/bouncycastle/asn1/cmc/ControlsProcessed.class
SHA-256-Digest: Tvou4TivYNtTHHR4WaGisRn1o6FcpWiHdjNL67kFDJA=

Name: org/bouncycastle/asn1/eac/CertificationAuthorityReference.class
SHA-256-Digest: mcZlc63r4dbfWgyHknRv8T2lX3DFmsojRjXKbfOSpio=

Name: org/bouncycastle/asn1/cmp/CertReqTemplateContent.class
SHA-256-Digest: 9NCWknmXbgAQA3MuMSCgYrhOwQfDTe7HRR+dmkBVPF4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/HashedId8.class
SHA-256-Digest: YIiq/pr1DLj4WqLn9pOYHYaoQr0IiERAytqu9hwoEVg=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SymmetricEncrypt
ionKey.class
SHA-256-Digest: zfSip9eYSx43U03/3E7XHVDY9GeYrKhGN3tKhLUmLIA=

Name:
 org/bouncycastle/oer/its/ieee1609dot2dot1/ButterflyParamsOrigina
l.class
SHA-256-Digest: 2n1+HmeSt6ZQd2yQ8BJy3eE+AGW0/B7emy/XobWdOgU=

Name: org/bouncycastle/asn1/dvcs/DVCSResponse.class
SHA-256-Digest: d+fxilvC2ilbBY+7RB7TUp5dLlySa8fqPtDxd+vvJJ4=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfPsid$B
uilder.class
SHA-256-Digest: BVFX29w2txJdIGdiUlZAtM6MKzXrDPWPKYrqXC8B7pk=

Name: org/bouncycastle/asn1/cmp/PKIFailureInfo.class
SHA-256-Digest: 4HkerDI0wuxnp/SdytW6etnnBF5EcIZHJKOOYgEBAQM=

Name: org/bouncycastle/asn1/kisa/KISAObjectIdentifiers.class
SHA-256-Digest: Iepm3YuddSbT2r/aLNmc0ZNVzIWHuZBudLgunBWYkHA=

Name: org/bouncycastle/oer/its/etsi102941/AaEntry.class
SHA-256-Digest: h/Bi2vDAYzISo4Mw+7InIey8tvMxj+BiYFtPHPlj91A=

Name: org/bouncycastle/oer/its/etsi102941/RootCaEntry.class
SHA-256-Digest: NV2yPjQy/EQzAEr9XaXh4rAKwA5khTpO6uDHql/OT3c=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/Elevation.class
SHA-256-Digest: bqV2ERL6YLmqPZEdW/SzOaWlqQnr23DylwfU003FX5E=

Name:
 org/bouncycastle/oer/its/ieee1609dot2/basetypes/Point384.class
SHA-256-Digest: ef+IVKeWzm7Q540VB4WfXH/YS+YRlGoMrEFidmSEL10=

Name: org/bouncycastle/oer/its/etsi102941/CtlDelete.class
SHA-256-Digest: PyBXjhpEUOZO4qZ23A2ycnstTM0gBB6GVR2Fi6e2hjQ=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/OneEightyDegreeI
nt.class
SHA-256-Digest: AHRs9EGhG5aUSPanEkeuWWLCyyEZotwhEk5ZMaqcA/M=

Name: org/bouncycastle/oer/its/template/etsi102941/EtsiTs102941TypesAu
thorization.class
SHA-256-Digest: QAen5WnYi079R5DIAxZS177LJnPfQcwcrTkKNrcuEbY=

Name: org/bouncycastle/oer/its/ieee1609dot2/PreSharedKeyRecipientInfo.
class
SHA-256-Digest: cLyW5LmjzKP31l9y2LV7CRZrJLRya48YdXa4JXx3r7k=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/TwoDLocation$Bui
lder.class
SHA-256-Digest: GwZqHZxtjGjaydQFQMpdkEB7xXISpqkshJ2M14805DU=

Name: org/bouncycastle/asn1/cms/CMSAlgorithmProtection.class
SHA-256-Digest: eLgl4VyXWTAojlQkOV8nJGfbNciKwr5A8RHxFXSgJVg=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/SequenceOfRectan
gularRegion.class
SHA-256-Digest: HJfDUWHxTP1Nv/RT4i8zy7qrv1icre9EOsIF5bQ2eN4=

Name: org/bouncycastle/oer/its/template/ieee1609dot2dot1/Ieee1609Dot2D
ot1EcaEeInterface.class
SHA-256-Digest: 8P5XvoMjZH55b6EVAwWYgAyJy9pKBCIjMRlOZDaPO9A=

Name: org/bouncycastle/asn1/cmp/PKIConfirmContent.class
SHA-256-Digest: hp0oBCPWjoE9e+2lh2KyGzIySGcOEIx//HaL5rYRRoE=

Name: org/bouncycastle/asn1/cmp/PKIStatusInfo.class
SHA-256-Digest: uBai3hRCWy7MKxg7qPqGIbGRZHXLPDDOdgYvl9fR2I8=

Name: org/bouncycastle/oer/its/etsi103097/extension/ExtId.class
SHA-256-Digest: QMpx5GCZmPUrWWQgSVpoPLjbvZ1wxNlOyeNGNm8zW80=

Name: org/bouncycastle/oer/its/etsi102941/DeltaCtl.class
SHA-256-Digest: rvs2Izc0kW9v0txf1zwm5Nc4DgNYGG2G3avRsdMIzSk=

Name: org/bouncycastle/oer/its/ieee1609dot2/basetypes/PublicVerificati
onKey.class
SHA-256-Digest: tL9KrwlhffLpQnz4NedscZwgxuxw0pWsLhWAi/YyVYY=

Name: org/bouncycastle/asn1/tsp/CryptoInfos.class

SHA-256-Digest: 93W1Lh4mp3PvdHVN5FMq+xnk7Wti7Ou85lpQhn5Fo/4=

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 in path(s):
* /bcutil-jdk18on-1-82-jar/META-INF/BC2048KE.SF

1.31 kotlin 1.9.23-release-779

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* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/jdk8/kotlin/collections/Collections.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/jdk8/kotlin/internal/jdk8/JDK8PlatformImplementations.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/jdk8/kotlin/streams/Streams.kt
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* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/annotation/Annotations.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/CharSequence.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Nothing.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/reflect/KDeclarationContainer.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Boolean.kt
*
 /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/reflect/KParameter.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Any.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Iterator.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Throwable.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Unit.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Number.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Function.kt
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* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/reflect/KVisibility.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/internal/InternalAnnotations.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/Library.kt
* /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/String.kt
* /kotlin-stdlib-1-9-23-sources-jar/commonMain/InternalAnnotations.kt
*
 /kotlin-stdlib-1-9-23-sources-jar/jvmMain/kotlin/ArrayIntrinsics.kt

1.32 slf4j 2.0.16

1.32.1 Available under license :

1.33 opentelemetry-semconv 1.29.0-alpha

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1.34 annotations 13.0

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* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/Nls.java
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* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/NonNls.java
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* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/PrintFormat.java

* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/RegExp.java

* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/Subst.java

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 /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/Identifier.java

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* /annotations-13-0-sources-6-jar/org/jetbrains/annotations/TestOnly.java

* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/MagicConstant.java

* /annotations-13-0-sources-6-jar/org/intellij/lang/annotations/JdkConstants.java

1.35 dropwizard-core 4.0.14

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1.36 sdk-core 2.25.47

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1.37 jackson-module-jakarta-xmlbind-annotations 2.19.2

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1.38 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

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1.39 sslcontext-kickstart 8.3.7

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1.40 log4j-api 2.17.1

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(including a physical distribution medium), accompanied by a
written offer, valid for at least three years
and valid for as
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more than your reasonable cost of physically performing this
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1.50 azure-security-keyvault-secrets 4.8.6

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* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/package-info.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/DeletedSecretBundle.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretUpdateParameters.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/KeyVaultErrorCodeStrings.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/SecretAsyncClient.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretItem.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/Error.java
*
 /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretsModelsUtils.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/module-info.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretRestoreParameters.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/DeletedSecretItem.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretBundle.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/models/KeyVaultSecret.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/SecretListResult.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/Attributes.java
*
 /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/SecretClientImpl.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/SecretClientBuilder.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/models/KeyVaultSecretIdentifier.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/models/KeyVaultErrorException.java
* /azure-security-keyvault-secrets-4-8-6-sources-1-

jar/com/azure/security/keyvault/secrets/implementation/models/KeyVaultError.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/models/package-info.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/DeletionRecoveryLevel.java

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 /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/models/DeletedSecret.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/SecretAttributes.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/SecretServiceVersion.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/SecretSetParameters.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/DeletedSecretHelper.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/BackupSecretResult.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-jar/com/azure/security/keyvault/secrets/implementation/package-
info.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/SecretProperties.java

*
 /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/DeletedSecretListResult.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/KeyVaultCredentialPolicy.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/models/SecretProperties.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/SecretPropertiesHelper.java

* /azure-security-keyvault-secrets-4-8-6-sources-1-
jar/com/azure/security/keyvault/secrets/implementation/models/package-info.java

1.51 jackson-jaxrs-base 2.19.2

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1.52 kubernetes-model 5.12.4

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Found in path(s):
* /kubernetes-model-5-12-4-1-jar/META-INF/maven/io.fabric8/kubernetes-model/pom.xml

1.53 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

1.54 metrics-jetty11 4.2.32

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1.55 junit-jupiter 5.11.4

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* Project home: https://projects.eclipse.org/projects/cdi.batch

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The project maintains the following source code repositories:

https://github.com/eclipse-ee4j/injection-api
https://github.com/eclipse-ee4j/injection-spec
https://github.com/eclipse-ee4j/injection-tck

Third-party Content

This project
 leverages the following third party content.

None

Cryptography

None

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1.63 jsr305 3.0.2
1.63.1 Available under license :

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Found in path(s):
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/Immutable.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/NotThreadSafe.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/ThreadSafe.java

1.64 httpcomponents-core 4.4.13

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1.65 error_prone_annotations 2.36.0
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/opt/cola/permits/2661166068_1759450339.736064/0/error-prone-annotations-2-36-0-4-jar/META-
INF/maven/com.google.errorprone/error_prone_annotations/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
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Manifest-Version: 1.0
Created-By: Maven JAR Plugin 3.2.2
Build-Jdk-Spec: 17
Multi-Release: true

Bundle-Description: Error Prone is a static analysis tool for Java that
catches common programming mistakes at compile-time.
Bundle-DocURL: https://errorprone.info/error_prone_annotations
Bundle-License: "Apache 2.0";link="http://www.apache.org/licenses/LICENS
E-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: error-prone annotations
Bundle-SCM: url="https://github.com/google/error-prone/error_prone_annot
ations",connection="scm:git:https://github.com/google/error-prone.git/e
rror_prone_annotations",developer-connection="scm:git:git@github.com:go
ogle/error-prone.git/error_prone_annotations",tag=HEAD
Bundle-SymbolicName: com.google.errorprone.annotations
Bundle-Vendor: Google LLC
Bundle-Version: 2.36.0
Export-Package: com.google.errorprone.annotations;uses:="javax.lang.mode
l.element";version="2.36.0",com.google.errorprone.annotations.concurren
 t;version="2.36.0"
Import-Package: javax.lang.model.element
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Found in path(s):
* /error-prone-annotations-2-36-0-4-jar/META-INF/MANIFEST.MF

1.66 joda-time 2.12.7

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1.67 endpoints-spi 2.25.47

1.67.1 Available under license :

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1.68 liquibase-slf4j 4.0.0

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1.69 dropwizard-auth 4.0.14

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1.70 jackson 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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Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed
their package names from 'org.jfree' to 'clover.org.jfree'. This was necessary to avoid potential name
conflicts during instrumentation of a code using the original library when using Clover. No source code of
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this license for certain libraries in order to permit linking those
libraries into non-free programs.

 When a program is linked with a library, whether statically or using
a shared library, the combination of the two is legally speaking a
combined work, a derivative of the original library. The ordinary
General Public License therefore permits such linking only if the
entire combination fits its criteria of freedom. The Lesser General
Public License permits more lax criteria for linking other code with
the library.

 We call this license the "Lesser" General Public License because it
does Less to protect the user's freedom than the ordinary General
Public License. It also provides other free software developers Less
of an advantage over competing non-free programs.
  These disadvantages
are the reason we use the ordinary General Public License for many
libraries. However, the Lesser license provides advantages in certain
special circumstances.

 For example, on rare occasions, there may be a special need to
encourage the widest possible use of a certain library, so that it becomes
a de-facto standard. To achieve this, non-free programs must be
allowed to use the library. A more frequent case is that a free
library does the same job as widely used non-free libraries. In this
case, there is little to gain by limiting the free library to free
software only, so we use the Lesser General Public License.

 In other cases, permission to use a particular library in non-free
programs enables a greater number of people to use a large body of
free software. For example, permission to use the GNU C Library in
non-free programs enables many more people to use the whole GNU
operating system, as well as its variant, the GNU/Linux operating
system.

 Although the Lesser General Public License is Less protective of the
users' freedom, it does ensure that the user of a program that is
linked with the Library has the freedom and the wherewithal to run
that program using a modified version of the Library.

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modification follow. Pay close attention to the difference between a
"work based on the library" and a "work that uses the library". The
former contains code derived from the library, whereas the latter must

be combined with the library in order to run.

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(which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work
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portion of it, either verbatim or with modifications and/or translated
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included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for
making modifications to it. For a library, complete source code means
all the source code for all modules it contains, plus any associated
interface definition files, plus the scripts used to control compilation
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on the Library (independent of the use of the Library in a tool for
writing it). Whether that is true depends on what the Library does
and what the program that uses the Library does.

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  a) The modified work must itself be a software library.

  b) You must cause the files modified to carry prominent notices
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  c) You must cause the whole of the work to be licensed at no
  charge to all third parties under the terms of this License.

  d) If a facility in the modified Library refers to a function or a
  table of data to be supplied by an application program that uses
  the facility, other than as an argument passed when the facility
  is invoked, then you must make a good faith effort to ensure that,
  in the event an application does not supply such function or
  table, the facility still operates, and performs whatever part of

 its purpose remains meaningful.

  (For example, a function in a library to compute square roots has
  a purpose that is entirely well-defined independent of the
  application. Therefore, Subsection 2d requires that any
  application-supplied function or table used by this function must
  be optional: if the application does not supply it, the square
  root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest
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exercise the right to control the distribution of derivative or

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instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify
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these notices.

 Once this change is made in a given copy, it is irreversible for
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subsequent copies and derivative works made from that copy.

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

 4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy
 the source along with the object code.

 5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

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

Section 6 states terms for distribution of such executables.

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

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

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

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

 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 source code for the Library including whatever
  changes were used in the work (which must be distributed under
  Sections 1 and 2 above); and, if the work is an executable linked
  with the Library, with the complete machine-readable "work that
  uses the Library", as object code and/or source code, so that the
  user can modify the Library and then relink to produce
 a modified
  executable containing the modified Library. (It is understood
  that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application
to use the modified definitions.)

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

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

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

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

 For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
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which the executable runs, unless that component itself accompanies
the executable.

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use both them and the Library
 together in an executable that you
distribute.

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where to find the accompanying uncombined form of the same work.

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Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed
their package names from 'com.keypoint/org.jfree' to 'clover.com.keypoint/clover.org.jfree'. This was
necessary to avoid potential name conflicts during instrumentation of a code using the original library when
using Clover. No source code of the original library was modified.
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                Version 3, 29 June 2007

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A "Combined Work" is a work produced by combining or linking an
Application with the Library. The particular version of the Library
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that uses the facility (other than as an argument passed when the
facility is invoked), then you may convey a copy of the modified
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 ensure that, in the event an Application does not supply the
 function or data, the facility still operates, and performs
 whatever part of its purpose remains meaningful, or

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3. Object Code Incorporating Material from Library Header Files.

 The object code form of an Application may incorporate material from
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code under terms of your choice, provided that, if the incorporated
material is not limited to numerical parameters, data structure
layouts and accessors, or small macros, inline functions and templates
(ten or fewer lines in length), you do both of the following:

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  Library is used in it and that the Library and its use are
  covered by this License.

  b) Accompany the object code with a copy of the GNU
  GPL and this license
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 You may convey a Combined Work under terms of your choice that,
taken together, effectively do not restrict modification of the
portions of the Library contained in the Combined Work and reverse
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  c) For a Combined Work that displays copyright notices during
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  d) Do one of the following:

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    License, and the Corresponding Application
Code in a form
    suitable for, and under terms that permit, the user to
    recombine or relink the Application with a modified version of
    the Linked Version to produce a modified Combined Work, in the
    manner specified by section 6 of the GNU GPL for conveying
    Corresponding Source.

1) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (a) uses at run time
a copy of the Library already present on the user's computer
system, and (b) will operate properly with a modified version
of the Library that is interface-compatible with the Linked
Version.

e) Provide Installation Information, but only if you would otherwise
be required to provide such information under section 6 of the
GNU GPL, and only to the extent that such information is
necessary to install and execute a modified version of the
Combined Work produced by recombining or relinking the

Application with a modified version of the Linked Version. (If
you use option 4d0, the Installation Information must accompany
the Minimal Corresponding Source and Corresponding Application
Code. If you use option 4d1, you must provide the Installation
Information in the manner specified by section 6 of the GNU GPL
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5. Combined Libraries.

You may place library facilities that are a work based on the
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concluded that weaker conditions might promote sharing better.

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preserving your freedom as a user of such programs to change the free
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changes in the actual functions of the Library.) The hope is that this
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  is invoked, then you must make a good faith effort to ensure that,
  in the event an application does not supply such function or
  table, the facility still operates, and performs whatever part of
  its purpose remains meaningful.

  (For example, a function in a library to compute square roots has
  a purpose that is entirely well-defined independent of the
  application. Therefore, Subsection 2d requires that any
  application-supplied function or table used

by this function must

be optional: if the application does not supply it, the square

root function must still compute square roots.)

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 code of
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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
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source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
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 5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
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 derivative work of the Library, and
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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 compile or
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.

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Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed their package names from the 'org.apache.commons' to the 'clover.org.apache.commons'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.

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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
parrt@antlr.org

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Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed
their package name from 'com.google.json' to 'clover.com.google.json'. This was necessary to
avoid potential name conflicts during instrumentation of a code using the original library when using Clover.
No source code of the original library was modified.
==
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File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures

Some of the Basic utility functions and the Class system are based in the MooTools Framework
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its purpose remains meaningful.

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a purpose that is entirely well-defined independent of the
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Section 6 states terms for distribution of such executables.

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* /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientSecretCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/SharedTokenCacheCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/IntelliJCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/WindowsCredentialAccessor.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/DeviceCodeCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzureCliCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/ScopeUtil.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/CredentialUnavailableException.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IntelliJCacheAccessor.java
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* /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientCertificateCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/IdentityUtil.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/TokenCachePersistenceOptions.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AuthorizationCodeCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/PersistentTokenCacheImpl.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/InteractiveBrowserCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/EnvironmentCredentialBuilder.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/WorkloadIdentityCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/ChainedTokenCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/UsernamePasswordCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/VisualStudioCacheAccessor.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzurePipelinesCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/models/OidcTokenResponse.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/ArcIdentityCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/ManagedIdentityServiceCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/models/AzureCliToken.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/EnvironmentCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/ManagedIdentityCredentialBuilder.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IdentityClientBase.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/LoggingUtil.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/VirtualMachineMsiCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IntelliJAuthMethodDetails.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/VisualStudioCodeCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/MsalAuthenticationAccount.java
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* /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientSecretCredentialBuilder.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/AuthenticationRecord.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AuthorizationCodeCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/IdentityConstants.java
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 /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientAssertionCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzureDeveloperCliCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/ManagedIdentityParameters.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/RegionalAuthority.java
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* /azure-identity-1-16-2-sources-jar/com/azure/identity/OnBehalfOfCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/package-info.java
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* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/SynchronizedAccessor.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/AuthenticationUtil.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/BrowserCustomizationOptions.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzureCliCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/UsernamePasswordCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/package-info.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/ImdsRetryStrategy.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/DeviceCodeCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/WorkloadIdentityCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AuthenticationRequiredException.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/util/ValidationUtil.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzurePowerShellCredentialBuilder.java
*
 /azure-identity-1-16-2-sources-jar/com/azure/identity/CredentialBuilderBase.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/SynchronousAccessor.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/InteractiveBrowserCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/DefaultAzureCredentialBuilder.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/AppServiceMsiCredential.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IdentityClient.java
* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IdentityClientOptions.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/OnBehalfOfCredential.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/AksExchangeTokenCredential.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientAssertionCredentialBuilder.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/AzureDeveloperCliCredentialBuilder.java

*

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* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/MSIToken.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/DefaultAzureCredential.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/WindowsCredentialApi.java

* /azure-identity-1-16-2-sources-jar/com/azure/identity/ClientCertificateCredentialBuilder.java

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/**

   * Enables additional support logging for public and confidential client applications. This enables

   * PII logging in MSAL4J as described here.

   *

   * <p>This operation will log PII including tokens. It should only be used when directed by support.

   *

   * @return An updated instance of this builder with additional support logging enabled.

   */

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/**

   * Configure the time out to use re-use confidential client for. Post time out, a new instance of client is created.

   *

   * @param clientAssertionTimeout the time out to use for the client assertion configured via

   * {@link IdentityClientBuilder#clientAssertionPath(String)}.

   * @return the updated IdentityClientBuilder.

   */

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/**

   * Acquire a token from the confidential client.

   *

   * @param request the details of the token request

* @return An access token, or null if no token exists in the cache.
*/

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* /azure-identity-1-16-2-sources-jar/com/azure/identity/implementation/IdentitySyncClient.java

1.78 commons-lang3 3.18.0

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1.79 azure-core-http-netty 1.15.12
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* /azure-core-http-netty-1-15-12-sources-jar/META-INF/maven/com.azure/azure-core-http-netty/pom.xml

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* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/NettyToAzureCoreHttpHeadersWrapper.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/package-info.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/RequestProgressReportingHandler.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/AzureSdkHandler.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/package-info.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/ByteBufWriteSubscriber.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/NettyAsyncHttpResponseBase.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/NettyAsyncHttpClientProvider.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/RequestProxyState.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/NettyUtility.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/NettyAsyncHttpClientBuilder.java
* /azure-core-http-netty-1-15-12-sources-jar/module-info.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/NettyAsyncHttpResponse.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/ExceptionThrowingConsumer.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/AzureNettyHttpClientContext.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/ChallengeHolder.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/ResponseTimeoutHandler.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/DeferredCacheImmutableMap.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/NettyAsyncHttpBufferedResponse.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/NettyAsyncHttpClient.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/ReadTimeoutHandler.java
* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/WriteTimeoutHandler.java
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* /azure-core-http-netty-1-15-12-sources-jar/com/azure/core/http/netty/implementation/HttpProxyHandler.java

1.80 accessors-smart 2.5.2

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* /accessors-smart-2-5-2-sources-jar/net/minidev/asm/BeansAccess.java

* /accessors-smart-2-5-2-sources-jar/net/minidev/asm/DynamicClassLoader.java

* /accessors-smart-2-5-2-sources-jar/net/minidev/asm/ASMUtil.java

* /accessors-smart-2-5-2-sources-jar/net/minidev/asm/Accessor.java

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1.81 dropwizard-lifecycle 4.0.14

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1.82 profiles 2.25.47

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1.84 error_prone_annotations 2.23.0

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Manifest-Version: 1.0
Created-By: Maven JAR Plugin 3.2.2
Build-Jdk-Spec: 17
Automatic-Module-Name: com.google.errorprone.annotations
Bundle-Description: Error Prone is a static analysis tool for Java that
catches common programming mistakes at compile-time.
Bundle-DocURL: https://errorprone.info/error_prone_annotations
Bundle-License: "Apache 2.0";link="http://www.apache.org/licenses/LICENS
E-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: error-prone annotations
Bundle-SCM: url="https://github.com/google/error-prone/error_prone_annot
ations",connection="scm:git:https://github.com/google/error-prone.git/e
rror_prone_annotations",developer-connection="scm:git:git@github.com:go
ogle/error-prone.git/error_prone_annotations",tag=HEAD
Bundle-SymbolicName: com.google.errorprone.annotations
Bundle-Vendor: Google LLC
Bundle-Version: 2.23.0

Export-Package: com.google.errorprone.annotations;uses:="javax.lang.mode
l.element";version="2.23.0",com.google.errorprone.annotations.concurren
 t;version="2.23.0"
Import-Package: javax.lang.model.element
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

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1.87 httpcomponents-client 5.5
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1.88 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

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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))"

Found in path(s):

* /jspecify-1-0-0-jar/META-INF/MANIFEST.MF

1.89 commons-jexl 3.4.0

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1.90 dropwizard-util 4.0.14

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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
"

# 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

```
# 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 $ */

#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)
```

```c
#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_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
"
```

```
# 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
"
```

1.95 metrics-jmx 4.2.32

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1.96 msal4j 1.21.0

1.96.1 Available under license :

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// Copyright (c) Microsoft Corporation. All rights reserved.
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/**
* Interface representing a confidential client application (Web App, Web API, Daemon App).
* Confidential client applications are trusted to safely store application secrets, and therefore
* can be used to acquire tokens in then name of either the application or an user.
* For details see https://aka.ms/msal4jclientapplications
*/
/**
   * Acquires tokens from the authority configured in the application, for the confidential client
   * itself. It will by default attempt to get tokens from the token cache. If no tokens are found,
   * it falls back to acquiring them via client credentials from the STS
   *
   * @param parameters instance of {@link ClientCredentialParameters}
   * @return {@link CompletableFuture} containing an {@link IAuthenticationResult}
   */
/**
   * Acquires an access token for

this application (usually a Web API) from the authority configured
   * in the application, in order to access another downstream protected Web API on behalf of a user
   * using the On-Behalf-Of flow. It will by default attempt to get tokens from the token cache.
   * This confidential client application was itself called with an acces token which is provided in
   * the {@link UserAssertion} field of {@link OnBehalfOfParameters}.
   * <p>
   * When serializing/deserializing the in-memory token cache to permanent storage, there should be
   * a token cache per incoming access token, where the hash of the incoming access token can be used
   * as the token cache key. Access tokens are usually only valid for a 1 hour period of time,
   * and a new access token in the {@link UserAssertion} means there will be a new token cache and
   * new token cache key. To avoid your permanent storage from being filled with expired
   * token caches, an eviction policy should be
set. For example, a token cache that
   * is more than a couple of hours old can be deemed expired and therefore evicted from the
   * serialized token cache.
   *
   * @param parameters instance of {@link OnBehalfOfParameters}
   * @return {@link CompletableFuture} containing an {@link IAuthenticationResult}
   */

Found in path(s):
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IConfidentialClientApplication.java
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/**
* Object containing parameters for client credential flow. Can be used as parameter to
* {@link ConfidentialClientApplication#acquireToken(ClientCredentialParameters)}
*/

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* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientCredentialParameters.java
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/**
* Object containing parameters for authorization code flow. Can be used as parameter to
* {@link PublicClientApplication#acquireToken(AuthorizationCodeParameters)} or to
* {@link ConfidentialClientApplication#acquireToken(AuthorizationCodeParameters)}
*/

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* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorizationCodeParameters.java
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Found in path(s):
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CurrentRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityRetryPolicy.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserIdentifier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TenantProfile.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByManagedIdentitySupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AccountCacheEntity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RequestedClaim.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DefaultEvent.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IPublicClientApplication.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenResponse.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByInteractiveFlowSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IdTokenCacheEntity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IAcquireTokenParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AccessTokenCacheEntity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthenticationResult.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SAML11BearerGrant.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByOnBehalfOfSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IClientCredential.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/B2CAuthority.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpMethod.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AccountsSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AbstractManagedIdentitySource.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AadInstanceDiscoveryResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DefaultRetryPolicy.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/WSTrustRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OidcDiscoveryResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/XmsClientTelemetryInfo.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpListener.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityApplication.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RemoveAccountRunnable.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RefreshTokenRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DeviceCode.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenSource.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IEnvironmentVariables.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ADFSAuthority.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IUserAssertion.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IClientAssertion.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OAuthAuthorizationGrant.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientAssertion.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SafeDocumentBuilderFactory.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AzureCloudEndpoint.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TelemetryHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AppMetadataCacheEntity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AzureArcManagedIdentitySource.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OidcAuthority.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ApiEvent.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpStatus.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpEvent.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorizationCodeRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AbstractMsalAuthorizationGrant.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IAuthenticationResult.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RequestedClaimAdditionalInfo.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClaimsRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SilentRequestHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenCache.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RefreshTokenCacheEntity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IHttpHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/InteractiveRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/WSTrustVersion.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/InteractionRequiredExceptionReason.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalException.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/EnvironmentVariables.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IClientCertificate.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientCredentialRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ErrorResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IApplicationBase.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentitySourceType.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IClientApplicationBase.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OidcDiscoveryProvider.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITokenCache.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/InstanceDiscoveryMetadataEntry.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ResponseMode.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RequestContext.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CIAMAuthority.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientAuthenticationPost.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IllegalArgumentExceptionMessages.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OAuthHttpRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DefaultHttpClient.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ParameterValidationUtils.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserAssertion.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/NamespaceContextImpl.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserNamePasswordRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpHeaders.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityId.java

*

 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalServiceException.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ServiceFabricManagedIdentitySource.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenSilentSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CloudShellManagedIdentitySource.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorizationResponseHandler.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DefaultHttpClientManagedIdentity.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CustomJWTAuthentication.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityIdType.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Prompt.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/PublicApi.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TelemetryManager.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITenantProfile.java
*

 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CredentialTypeEnum.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITokenCacheAccessContext.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalJsonParsingException.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserDiscoveryResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientSecret.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/PublicClientApplication.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IBroker.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SystemBrowserOptions.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IHttpResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpUtils.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorizationRequestUrlParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ServiceBundle.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalInteractionRequiredException.java
*

 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/BindingPolicy.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RegionTelemetry.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalServiceExceptionFactory.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Constants.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OpenBrowserAction.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenRequestExecutor.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IntegratedWindowsAuthorizationGrant.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IdToken.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/CacheRefreshReason.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityClient.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TelemetryConstants.java
*

 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorityType.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ThrottlingCache.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByAuthorizationGrantSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthenticationErrorCode.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalError.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientCertificate.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserDiscoveryRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AADAuthority.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HTTPContentType.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IManagedIdentityApplication.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/UserNamePasswordParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SilentRequest.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DeviceCodeFlowRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OnBehalfOfRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IntegratedWindowsAuthenticationParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByClientCredentialSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthorizationResult.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByDeviceCodeFlowSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Credential.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientInfo.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IAccount.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITelemetryManager.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AppServiceManagedIdentitySource.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IntegratedWindowsAuthenticationRequest.java
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 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenProviderResult.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AcquireTokenByAppProviderSupplier.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthenticationErrorMessage.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/JwtHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/HttpRequest.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/WSTrustResponse.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Authority.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IClientSecret.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IMDSRetryPolicy.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AadInstanceDiscoveryProvider.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Account.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthenticationResultSupplier.java
*
 /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/StringHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/LogHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/EventKey.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AuthenticationResultMetadata.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITokenCacheAccessAspect.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/TokenCacheAccessContext.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ITelemetry.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/InteractionRequiredCache.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DeviceCodeFlowParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/InteractiveRequestParameters.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/JsonHelper.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/Event.java
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/DeviceCodeAuthorizationGrant.java
*

/msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ManagedIdentityErrorResponse.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AppTokenProviderParameters.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalClientException.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MexParser.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IMDSManagedIdentitySource.java

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/MsalErrorMessage.java

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/**

* Object containing parameters for silent requests. Can be used as parameter to

* {@link PublicClientApplication#acquireTokenSilently(SilentParameters)} or to

* {@link ConfidentialClientApplication#acquireTokenSilently(SilentParameters)}

*/

/**

    * Builder for SilentParameters for scenarios which involve no {@link IAccount}, such as some confidential client flows

    * or broker flows which support using the default OS account.

    *

    * @param scopes scopes application is requesting access to

    * @return builder object that can be used to construct SilentParameters flow.

    */

Found in path(s):

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/SilentParameters.java

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/**

* Abstract class containing common methods and properties for {@link PublicClientApplication},

* {@link ConfidentialClientApplication}, and {@link ManagedIdentityApplication}

*/

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* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/AbstractApplicationBase.java

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/**

* Abstract class containing common methods and properties to both {@link PublicClientApplication}

* and {@link ConfidentialClientApplication}.

*/

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/**
* Object containing parameters for On-Behalf-Of flow. Can be used as parameter to
* {@link ConfidentialClientApplication#acquireToken(OnBehalfOfParameters)}
* <p>
* For more details, see https://aka.ms/msal4j-on-behalf-of
*/

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* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/OnBehalfOfParameters.java
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/**
* Class to be used to acquire tokens for confidential client applications (Web Apps, Web APIs,
* and daemon applications).
* For details see {@link IConfidentialClientApplication}
* <p>
* Conditionally thread-safe
*/
/**
  * Creates instance of Builder of ConfidentialClientApplication
  *
  * @param clientId   Client ID (Application ID) of the application as registered
  *   in the application registration portal (portal.azure.com)
  * @param clientCredential The client credential to use for token acquisition.
  * @return instance of Builder of ConfidentialClientApplication
  */

Found in path(s):
* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ConfidentialClientApplication.java
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/**
* Object containing parameters for refresh token request. Can be used as parameter to
* {@link PublicClientApplication#acquireToken(RefreshTokenParameters)} or to
* {@link ConfidentialClientApplication#acquireToken(RefreshTokenParameters)}
* <p>
* RefreshTokenParameters should only be used for migration scenarios (when moving from ADAL to
* MSAL). To acquire tokens silently, use {@link
AbstractClientApplicationBase#acquireTokenSilently(SilentParameters)}
*/

Found in path(s):

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/RefreshTokenParameters.java

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/**

* Factory for creating client credentials used in confidential client flows. For more details, see

* https://aka.ms/msal4j-client-credentials

*/

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* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/ClientCredentialFactory.java

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/**

* Interface to be implemented when configuring http client for {@link IPublicClientApplication} or

* {@link IConfidentialClientApplication}.

* <p>

* For more details, see https://aka.ms/msal4j-http-client

*/

Found in path(s):

* /msal4j-1-21-0-sources-jar/com/microsoft/aad/msal4j/IHttpClient.java

1.97 logging-interceptor 5.0.0-alpha.14

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Found in path(s):

* /logging-interceptor-5-0-0-alpha-14-sources-jar/main/okhttp3/logging/HttpLoggingInterceptor.kt

* /logging-interceptor-5-0-0-alpha-14-sources-jar/main/okhttp3/logging/internal/IsProbablyUtf8.kt

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1.98 rxjava 1.3.8

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlatMapSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlatMapCompletable.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoAfterTerminate.java
* /rxjava-1-3-8-sources-4-jar/rx/singles/BlockingSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/SingleSubscriber.java

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core/src/main/java/org/jctools/queues/QueueProgressIndicators.java
*/

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libraries/source/browse/guava/src/com/google/common/annotations/Beta.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/ProducerObserverArbiter.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/QueuedProducer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BackpressureUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/ProducerArbiter.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/producers/SingleProducer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/producers/SingleDelayedProducer.java
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* /rxjava-1-3-8-sources-4-jar/rx/observables/ConnectableObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
*

 /rxjava-1-3-8-sources-4-jar/rx/functions/Func7.java
* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaPlugins.java
* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/BooleanSubscription.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/MissingBackpressureException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipWhile.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAsObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorToObservableSortedList.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorElementAt.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BufferUntilSubscriber.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorObserveOn.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/SubscriptionList.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/ScalarSynchronousObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnSubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeConcatIterable.java
*

 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWithLatestFromMany.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/IndexedRingBuffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/BackpressureDrainManager.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeUntil.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSubscribeOn.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorReplay.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/UnsubscribeFailedException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLast.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromArray.java
* /rxjava-1-3-8-sources-4-jar/rx/Subscription.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/Schedulers.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func4.java
*

 /rxjava-1-3-8-sources-4-jar/rx/functions/Action.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSingle.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkip.java
* /rxjava-1-3-8-sources-4-jar/rx/Producer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimeoutTimedWithFallback.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAmb.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorIgnoreElements.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnRequest.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeToMap.java
* /rxjava-1-3-8-sources-4-jar/rx/Completable.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/PublishSubject.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func6.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/NewThreadScheduler.java

* /rxjava-1-3-8-sources-4-jar/rx/subjects/Subject.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnBackpressureBuffer.java
*
 /rxjava-1-3-8-sources-4-jar/rx/functions/Action9.java
* /rxjava-1-3-8-sources-4-jar/rx/schedulers/TimeInterval.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimeoutSelectorWithFallback.java
* /rxjava-1-3-8-sources-4-jar/rx/Notification.java
* /rxjava-1-3-8-sources-4-jar/rx/Observer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAll.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/NotificationLite.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action5.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func0.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func9.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTimestamp.java
* /rxjava-1-3-8-sources-4-jar/rx/Scheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/SerializedSubscriber.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Functions.java
* /rxjava-1-3-8-sources-4-jar/rx/observables/SyncOnSubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Func8.java
*
 /rxjava-1-3-8-sources-4-jar/rx/functions/Action4.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDefer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/RxRingBuffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDematerialize.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeGroupJoin.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRange.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action3.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromIterable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorLatest.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/Subscribers.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMaterialize.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnEvent.java
* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/MultipleAssignmentSubscription.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeMap.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnBackpressureDrop.java
* /rxjava-1-3-8-sources-4-jar/rx/exceptions/OnCompletedFailedException.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/TrampolineScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorThrottleFirst.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ImmediateScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/TestSubscriber.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorToObservableList.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipLast.java
* /rxjava-1-3-8-sources-4-jar/rx/subjects/SubjectSubscriptionManager.java
* /rxjava-1-3-8-sources-4-jar/rx/functions/Action8.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorGroupBy.java

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 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeWhile.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeMap.java

* /rxjava-1-3-8-sources-4-jar/rx/observers/SerializedObserver.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Function.java

* /rxjava-1-3-8-sources-4-jar/rx/package-info.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZipIterable.java

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 /rxjava-1-3-8-sources-4-jar/rx/subscriptions/RefCountSubscription.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSwitchIfEmpty.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/SequentialSubscription.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSerialize.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorMostRecent.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDoOnEach.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorCast.java

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* /rxjava-1-3-8-sources-4-jar/rx/subjects/BehaviorSubject.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Action6.java

* /rxjava-1-3-8-sources-4-jar/rx/observables/GroupedObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/EventLoopsScheduler.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAutoConnect.java

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/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToFuture.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTimeInterval.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFilter.java

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* /rxjava-1-3-8-sources-4-jar/rx/observers/SafeSubscriber.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorArray.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/GenericScheduledExecutorService.java

*

/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLastTimed.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CachedObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/LinkedArrayList.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeUntilPredicate.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Func1.java

* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/Subscriptions.java

* /rxjava-1-3-8-sources-4-jar/rx/exceptions/Exceptions.java

* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/SerialSubscription.java

* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/CompositeSubscription.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SleepingAction.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Action0.java

* /rxjava-1-3-8-sources-4-jar/rx/subjects/TestSubject.java

* /rxjava-1-3-8-sources-4-jar/rx/subjects/AsyncSubject.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorNext.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeToObservableFuture.java

* /rxjava-1-3-8-sources-4-jar/rx/subjects/SerializedSubject.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeConcatArray.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/FuncN.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorScan.java

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/rxjava-1-3-8-sources-4-jar/rx/schedulers/TrampolineScheduler.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTake.java

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core/src/main/java/org/jctools/queues/LinkedQueueNode.java
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core/src/main/java/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMulticast.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMapPair.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorEagerConcatMap.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDistinct.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ScheduledAction.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSampleWithObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/ExecutorScheduler.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithSize.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDebounceWithSelector.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDebounceWithTime.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/RxThreadFactory.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscription.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithObservable.java

*

 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSkipTimed.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipUntil.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimerOnce.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithObservableFactory.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDistinctUntilChanged.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeDelaySubscriptionOther.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorPublish.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/PlatformDependent.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorRetryWithPredicate.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java

*

 /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDelayWithSelector.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoAfterTerminate.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeTimed.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithSize.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSwitch.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/NewThreadWorker.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorOnBackpressureLatest.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSampleWithTime.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithTime.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWithLatestFrom.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRefCount.java

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core/src/main/java/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilObservable.java
* /rxjava-1-3-8-sources-4-jar/rx/observables/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/SafeCompletableSubscriber.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionObserver.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeThrow.java
* /rxjava-1-3-8-sources-4-jar/rx/observers/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilCompletable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFlatMapSingleToCompletable.java
* /rxjava-1-3-8-sources-4-jar/rx/annotations/package-info.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/InternalObservableUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/BackpressureOverflow.java
* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaCompletableExecutionHook.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnUnsubscribe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/Unsubscribed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeLift.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleLiftObservableOperator.java
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*

/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnErrorReturn.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssembly.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/package-info.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssemblyCompletable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromEmitter.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCreate.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionNotificationObserver.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/GenericScheduledExecutorServiceFactory.java

*

/rxjava-1-3-8-sources-4-jar/rx/observers/AssertableSubscriber.java

* /rxjava-1-3-8-sources-4-jar/rx/subjects/package-info.java

* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaSingleExecutionHookDefault.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/observers/AssertableSubscriberObservable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromCallable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/ObserverSubscriber.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilSingle.java

* /rxjava-1-3-8-sources-4-jar/rx/functions/Cancellable.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/EmptyObservableHolder.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleToObservable.java

*

/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulerWhen.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/NeverObservableHolder.java

* /rxjava-1-3-8-sources-4-jar/rx/observers/AsyncCompletableSubscriber.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulePeriodicHelper.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlattenIterable.java

* /rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaHooks.java

* /rxjava-1-3-8-sources-4-jar/rx/singles/package-info.java

* /rxjava-1-3-8-sources-4-jar/rx/subscriptions/package-info.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDelay.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTimeout.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnSubscribe.java

* /rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionSubscriber.java

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* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduce.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/util/SuppressAnimalSniffer.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
*
 /rxjava-1-3-8-sources-4-jar/rx/internal/util/ExceptionsUtils.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeUsing.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorOnErrorResumeNext.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduceSeed.java
* /rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribePublishMulticast.java
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* 2. You may wrap/decorate an {@link Action0}, before it is handed off to a Scheduler. The
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* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
* Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
* modify Scheduler functionality without redefining Schedulers wholesale.
*
* Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
* <p>
* See {@link RxJavaPlugins} or the RxJava GitHub Wiki for information on configuring plugins:
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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert
UnsafeAccess.isUnsafeAvailable() == true

Much of the code in this package comes from or is inspired by the JCTools project:
https://github.com/JCTools/JCTools

JCTools has now published artifacts (https://github.com/JCTools/JCTools/issues/17) so RxJava could add JCTools
as a "shadow" dependency (https://github.com/ReactiveX/RxJava/issues/1735).
RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an
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The license for the JCTools code is https://github.com/JCTools/JCTools/blob/master/LICENSE

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1.99 argparse 0.9.0

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* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/ArgumentParsers.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/inf/ArgumentParserException.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/ext/java7/PathArgumentType.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/ext/java7/Java7ExtensionResourceBundle.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/helper/PrefixPattern.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/inf/Argument.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/impl/action/AppendConstArgumentAction.java
*
 /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/inf/Namespace.java
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* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/internal/ParseState.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/inf/ArgumentAction.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/impl/choice/RangeArgumentChoice.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/internal/ArgumentGroupImpl.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/helper/TextHelper.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/impl/action/StoreTrueArgumentAction.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/impl/type/FileVerification.java
* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/helper/ReflectHelper.java
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 /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/internal/UnrecognizedCommandException.java
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* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/internal/SubparsersImpl.java
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* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/internal/ArgumentParserImpl.java

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* /argparse4j-0-9-0-sources-2-jar/net/sourceforge/argparse4j/impl/type/CaseInsensitiveEnumStringArgumentType.java

1.100 vavr-match 0.9.2

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* /vavr-match-0-9-2-sources-jar/io/vavr/match/annotation/Unapply.java
* /vavr-match-0-9-2-sources-jar/io/vavr/match/model/ParameterModel.java
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1.101 secretsmanager 2.17.239

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1.102 guava 33.3.0-jre
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1.103 bouncy-castle 1.82

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/**
 * The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography.
 *
 * <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>NIST submission files</p>
 * <p>License of reference implementation</p>
 *
 * @see NIST round 3 PQC submissions page
 * @see NTRU website
 * @see NTRU specification
 */

Found in path(s):

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/ntru/package-info.java

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ASN1ObjectIdentifier.checkContentsLength(defIn.getRemaining());

ASN1RelativeOID.checkContentsLength(defIn.getRemaining());

Found in path(s):

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1InputStream.java

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return privateKey.getOctetsLength();

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/pkcs/PrivateKeyInfo.java
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/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/picnic/LowmcConstantsL1.javapackage org.bouncycastle.pqc.crypto.picnic;

Found in path(s):
* package org.bouncycastle.pqc.crypto.ntru;
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buf.append(oct.getOctetsLength() + "]" + nl);

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/util/ASN1Dump.java
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public int getOctetsLength()

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1OctetString.java
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/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/picnic/LowmcConstantsL5.javapackage org.bouncycastle.pqc.crypto.picnic;
/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/picnic/PicnicParameters.javapackage org.bouncycastle.pqc.crypto.picnic;

Found in path(s):
* }
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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:
* <p>
* https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/
* </p>
* Text reproduced below.
* <blockquote>
* Phillip Rogaway >rogaway@cs.ucdavis.edu< Sat, 27 February 2021 02:46 UTCShow header
*
* I can confirm that I have abandoned all OCB patents

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* While I have been telling people this for quite some time, I don't
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* </blockquote>
*/

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/crypto/modes/OCBBlockCipher.java
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checkContentsLength(contents.length);
checkContentsLength(this.contents.length + 1);
checkContentsLength(this.contents.length + branchContents.length);
static void checkContentsLength(int contentsLength)
if (contentsLength > MAX_CONTENTS_LENGTH)
checkContentsLength(contents.length);

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1RelativeOID.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1ObjectIdentifier.java
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static int encodedLength(boolean withTag, int contentsLength)
return ASN1OutputStream.getLengthOfEncodingDL(withTag, contentsLength);

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DEROctetString.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLBitString.java
No license file was found, but licenses were detected in source scan.

final void writeEncodingDL(boolean withID, int identifier, byte[] contents, int contentsOff, int contentsLen)
writeDL(contentsLen);
write(contents, contentsOff, contentsLen);
int contentsLen) throws IOException
writeDL(1 + contentsLen);
write(contents, contentsOff, contentsLen);
final void writeEncodingDL(boolean withID, int identifier, byte[] contents, int contentsOff, int contentsLen,
writeDL(contentsLen + 1);
write(contents, contentsOff, contentsLen);
static int getLengthOfEncodingDL(boolean withID, int contentsLength)
return (withID ? 1 : 0) + getLengthOfDL(contentsLength) + contentsLength;

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1OutputStream.java
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//   assert pointsLen > 0;

Found in path(s):

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/math/ec/rfc8032/Ed25519.java

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/math/ec/rfc8032/Ed448.java

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private int contentsLength = -1;

private int getContentsLength() throws IOException

if (contentsLength < 0)

this.contentsLength = totalLength;

return contentsLength;

return ASN1OutputStream.getLengthOfEncodingDL(withTag, getContentsLength());

if (contentsLength >= 0 || count > 16)

out.writeDL(getContentsLength());

this.contentsLength = totalLength;

Found in path(s):

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLSet.java

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DERSequence.java

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DERSet.java

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLSequence.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 C implementation

* by Andrew M (@floodyberry).

* @see Poly1305KeyGenerator

*/

Found in path(s):

* /bcprov-jdk18on-1-82-sources-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-1-82-sources-jar/org/bouncycastle/asn1/x9/DomainParameters.java

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/**

   * Magic value for proprietary OpenSSH private key.

    **/

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/crypto/util/OpenSSHPrivateKeyUtil.java
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* package org.bouncycastle.pqc.math.ntru;
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/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/sphincs/SPHINCS256Signer.javapackage org.bouncycastle.pqc.crypto.sphincs;
/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-

jar/org/bouncycastle/pqc/crypto/sphincsplus/HarakaSBase.javapackage org.bouncycastle.pqc.crypto.sphincsplus;
/opt/cola/permits/2703798586_1769015801.3651009/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/math/ntru/package-info.java/**

Found in path(s):
*

1.104 hdrhistogram 2.1.9

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*
* @author Gil Tene
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1.105 jackson-dataformat-yaml 2.17.1

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1.106 feign-slf4j 13.3

1.106.1 Available under license :

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 21
Build-Tool-Jdk-Spec: 21
Bnd-LastModified: 1718906005718
Bundle-Description: Feign SLF4J
Bundle-DocURL: https://github.com/openfeign
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Feign SLF4J
Bundle-SymbolicName: io.github.openfeign.feign-slf4j
Bundle-Vendor: OpenFeign
Bundle-Version: 13.3.0
Export-Package: feign.slf4j;uses:="feign,org.slf4j";version="13.3.0"
Import-Package: feign;version="[13.3,14)",org.slf4j;version="[2.0,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

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* /feign-slf4j-13-3-jar/META-INF/MANIFEST.MF
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Found in path(s):

* /feign-slf4j-13-3-jar/META-INF/maven/io.github.openfeign/feign-slf4j/pom.xml

1.107 snake-yaml 2.2

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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

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* /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

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*

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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java

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* /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
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
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* /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
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 /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
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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/TypeDescription.java
* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
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* /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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/**
* 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: \<a href="http://www.source-code.biz/base64coder/java/"\>www.

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* /snakeyaml-2-2-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java

1.108 caffeine 3.2.0

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1.109 common 8.3.1

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* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/EnumMemberValue.java
*
 /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-29-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java

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* https://github.com/eclipse-ee4j/jersey

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1.122 zt 1.16

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*
 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/extra/ZipShort.java
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* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/extra/ExtraFieldUtils.java
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* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/Java8TimestampStrategy.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/timestamps/PreJava8TimestampStrategy.java
*
 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntryUtil.java
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* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/FileSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/NameMapper.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipEntrySource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ByteSource.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/ZipInfoCallback.java
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 /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/FileUtilsV2_2.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/FileExistsException.java
* /zt-zip-1-16-sources-jar/org/zeroturnaround/zip/commons/IOUtils.java

1.123 lang-tag 1.7
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk-Spec: 11
Specification-Title: Nimbus LangTag
Specification-Version: 1.7
Specification-Vendor: Connect2id Ltd.
Implementation-Title: Nimbus LangTag
Implementation-Version: 1.7
Implementation-Vendor: Connect2id Ltd.
Build-Date: ${timestamp}
Build-Number: ${buildNumber}
Build-Tag: 1.7
Bnd-LastModified: 1657093138131
Build-Jdk: 11.0.15
Built-By: vd
Bundle-Description: Java implementation of "Tags for Identifying Languag
es" (RFC 5646)

Bundle-DocURL: https://connect2id.com/

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Nimbus LangTag

Bundle-SymbolicName: lang-tag

Bundle-Vendor: Connect2id Ltd.

Bundle-Version: 1.7.0

Export-Package: com.nimbusds.langtag;version="1.7"

Implementation-Vendor-Id: com.nimbusds

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Tool: Bnd-2.4.1.201501161923

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1.124 reactor-netty-http 1.2.8

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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/observability/ReactorNettyPropagatingSenderTracingObservationHandler.java

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 /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/Http2AllocationStrategy.java

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 /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/server/compression/GzipOption.java
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* /reactor-netty-http-1-2-8-sources-jar/reactor/netty/http/client/HttpClientMetricsRecorder.java
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1.126 failureaccess 1.0.2

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* /failureaccess-1-0-2-sources-1-jar/com/google/common/util/concurrent/internal/InternalFutures.java

1.127 feign-core 13.3

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* /feign-core-13-3-1-jar/META-INF/maven/io.github.openfeign/feign-core/pom.xml

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9

Build-Jdk-Spec: 21

Build-Tool-Jdk-Spec: 21

Bnd-LastModified: 1718905838949

Bundle-Description: Feign Core

Bundle-DocURL: https://github.com/openfeign

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Feign Core

Bundle-SymbolicName: io.github.openfeign.feign-core

Bundle-Vendor: OpenFeign
Bundle-Version: 13.3.0
Export-Package: feign;uses:="feign.codec,feign.querymap,javax.net.ssl";v
ersion="13.3.0",feign.auth;uses:=feign;version="13.3.0",feign.codec;use
s:=feign;version="13.3.0",feign.optionals;uses:="feign,feign.codec";ver
sion="13.3.0",feign.querymap;uses:="feign,feign.codec";version="13.3.0"
,feign.stream;uses:="feign,feign.codec";version="13.3.0",feign.template
;uses:=feign;version="13.3.0",feign.utils;version="13.3.0"
Import-Package: feign,feign.codec,feign.querymap,feign.template,javax.ne
t.ssl
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /feign-core-13-3-1-jar/META-INF/MANIFEST.MF

1.128 cglib 3.2.2
1.128.1 Available under license :

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1.129 jcip-annotation 1.0-1

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1.130 bouncycastle-fips 2.1.2

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1.131 client-spi 2.25.47

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1.134 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

Bundle-Vendor: Google Gson Project

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

1.135 httpclient-cache 4.5.13

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1.136 jakarta-ws-rs-api 3.1.0

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1.140 profiler 1.1.1

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* /gae-mini-profiler-1-1-1-sources-4-jar/ca/jimr/gae/profiler/resources/MiniProfilerResourceLoader.java

* /gae-mini-profiler-1-1-1-sources-4-jar/ca/jimr/gae/profiler/MiniProfilerServlet.java

* /gae-mini-profiler-1-1-1-sources-4-jar/com/google/appengine/tools/appstats/MiniProfilerAppstats.java

* /gae-mini-profiler-1-1-1-sources-4-jar/ca/jimr/gae/profiler/MiniProfilerFilter.java

1.141 logback-access-common 2.0.6

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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/model/ConfigurationModel.java

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-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender

--

-- It is intended for Oracle databases.

CREATE SEQUENCE access_event_id_seq MINVALUE 1 START WITH 1;

```
CREATE TABLE access_event
 (
  timestmp        NUMBER(20) NOT NULL,
  requestURI    VARCHAR(254),
  requestURL      VARCHAR(254),
  remoteHost      VARCHAR(254),
  remoteUser      VARCHAR(254),
  remoteAddr       VARCHAR(254),
  protocol         VARCHAR(254),
  method           VARCHAR(254),
  serverName        VARCHAR(254),
  postContent       VARCHAR(254),
  event_id          NUMBER(20) PRIMARY KEY
 );

-- the / suffix may or may not be needed depending on your SQL Client
--
 Some SQL Clients, e.g. SQuirrel SQL has trouble with the following
-- trigger creation command, while SQLPlus (the basic SQL Client which
-- ships with Oracle) has no trouble at all.

CREATE TRIGGER access_event_id_seq_trig
 BEFORE INSERT ON access_event
 FOR EACH ROW
 BEGIN
  SELECT access_event_id_seq.NEXTVAL
  INTO  :NEW.event_id
  FROM   DUAL;
 END access_event_id_seq_trig;
/

CREATE TABLE access_event_header
 (
  event_id      NUMBER(20) NOT NULL,
  header_key      VARCHAR2(254) NOT NULL,
  header_value     VARCHAR2(1024),
  PRIMARY KEY(event_id, header_key),
  FOREIGN KEY (event_id) REFERENCES access_event(event_id)
 );
```

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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/jakarta/common/db/script/oracle.sql
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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatsByDay.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/server/ServerSocketAppender.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestContentConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/PatternLayout.java
*
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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/TeeServletOutputStream.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/FullResponseConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/TeeHttpServletRequest.java
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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestURIConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestHeaderConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ContentLengthConverter.java
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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestCookieConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/AccessConstants.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/PeriodicStats.java
* /logback-access-common-2-0-6-sources-

jar/ch/qos/logback/access/common/net/server/SSLServerSocketAppender.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestURLConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/CountingFilter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatisticalView.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/SMTPAppender.java

*

/logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/html/HTMLLayout.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestAttributeConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/PatternLayoutEncoder.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatsByMinute.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ResponseContentConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestMethodConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RemoteIPAddressConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/sift/AccessEventDiscriminator.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/EnsureLineSeparation.java

*

/logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/joran/action/AccessEvaluatorAction.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/URLEvaluator.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/SocketNode.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatsByHour.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/spi/AccessContext.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/SSLSocketAppender.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ElapsedTimeConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ResponseHeaderConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ServerNameConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/FullRequestConverter.java

*

/logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/ViewStatusMessagesServlet.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/TeeServletInputStream.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatisticalViewImpl.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/spi/IAccessEvent.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/TeeFilter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/TeeHttpServletResponse.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/AccessConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/filter/StatsByWeek.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/net/SimpleSocketServer.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestParameterConverter.java

*

/logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RequestProtocolConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/servlet/Util.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/RemoteHostConverter.java

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/spi/ServerAdapter.java

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jar/ch/qos/logback/access/common/pattern/ElapsedSecondsConverter.java
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/common/pattern/ThreadNameConverter.java
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* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/jakarta/common/db/script/hsqldb.sql
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/jakarta/common/db/script/mysql.sql
* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/jakarta/common/db/script/db2.sql
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-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
--

DROP TABLE access_event_header
DROP TABLE access_event

CREATE TABLE access_event
 (
  timestmp   BIGINT NOT NULL,
  requestURI   VARCHAR(254),
  requestURL   VARCHAR(254),
  remoteHost   VARCHAR(254),
  remoteUser   VARCHAR(254),
  remoteAddr   VARCHAR(254),
  protocol   VARCHAR(254),
  method   VARCHAR(254),

```
    serverName        VARCHAR(254),
    postContent       VARCHAR(254),
    event_id          INT NOT NULL identity,
    PRIMARY KEY(event_id)
 )

CREATE TABLE access_event_header
 (
    event_id          INT NOT NULL,
    header_key
        VARCHAR(254) NOT NULL,
    header_value      VARCHAR(1024),
    PRIMARY KEY(event_id, header_key),
    FOREIGN KEY (event_id) REFERENCES access_event(event_id)
 )
```

Found in path(s):

* /logback-access-common-2-0-6-sources-jar/ch/qos/logback/access/jakarta/common/db/script/msSQLServer.sql

1.142 commons-codec 1.16.1

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1.143 azure-json 1.5.0

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* /azure-json-1-5-0-sources-jar/com/azure/json/package-info.java
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1.144 dropwizard-db 4.0.14

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1.145 logback-throttling-appender 1.4.2

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1.146 metrics-health-checks 4.2.32

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1.147 flightrecorder 8.3.1

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/InvalidJfrFileException.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/UTFStringParser.java

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*

/flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/EventArray.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/TypedArrayParser.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/ProducerParser.java

* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/EventTypeParser.java

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/internal/parser/v0/model/DataStructure.java

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/util/SplitRecording.java

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/FrameSeparator.java

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* /flightrecorder-8-3-1-sources-jar/org/openjdk/jmc/flightrecorder/stacktrace/messages/internal/Messages.java

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* /paranamer-2-5-1-sources-1-jar/com/thoughtworks/paranamer/ParameterNamesNotFoundException.java

* /paranamer-2-5-1-sources-1-jar/com/thoughtworks/paranamer/DefaultParanamer.java

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1.152 dropwizard-jetty 4.0.14

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1.153 apache-client 2.25.47
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1.154 dropwizard-health 4.0.14

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* /logback-access-jetty11-2-0-6-sources-jar/ch/qos/logback/access/jetty/RequestLogRegistry.java

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* /logback-access-jetty11-2-0-6-sources-jar/ch/qos/logback/access/jetty/JettyModernServerAdapter.java
* /logback-access-jetty11-2-0-6-sources-jar/ch/qos/logback/access/jetty/RequestLogImpl.java

1.156 javassist 3.30.2-GA

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* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformCall.java
* /javassist-3-30-2-ga-sources-jar/javassist/expr/MethodCall.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/NestHostAttribute.java
*
 /javassist-3-30-2-ga-sources-jar/javassist/expr/NewExpr.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/Metaobject.java
* /javassist-3-30-2-ga-sources-jar/javassist/SerialVersionUID.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/Opcode.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/RemoteRef.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/MultiType.java

* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/SoftValueHashMap.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Executor.java

* /javassist-3-30-2-ga-sources-jar/javassist/runtime/DotClass.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/CodeGen.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Expr.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/Parser.java

* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformNew.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ByteArray.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ClassFileWriter.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/CtNewClass.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/TypeData.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/FieldAccess.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/Proxy.java

* /javassist-3-30-2-ga-sources-jar/javassist/NotFoundException.java

* /javassist-3-30-2-ga-sources-jar/javassist/runtime/Inner.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/DefinePackageHelper.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/Instanceof.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/web/Viewer.java

* /javassist-3-30-2-ga-sources-jar/javassist/ClassPath.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/StackMapTable.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/Tracer.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/Cast.java

* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/CannotInvokeException.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/Javac.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtArray.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ParameterAnnotationsAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/NewArray.java

* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/ScopedClassPoolFactory.java

* /javassist-3-30-2-ga-sources-jar/javassist/ClassPoolTail.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Visitor.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/ClassMetaobject.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Util.java

* /javassist-3-30-2-ga-sources-jar/javassist/URLClassPath.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/ProxyObject.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/DefineClassHelper.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtPrimitiveType.java

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 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/SignatureAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/SyntheticAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/TypeChecker.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Pair.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Analyzer.java

* /javassist-3-30-2-ga-sources-jar/javassist/Translator.java

* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/Expr.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/MethodInfo.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/Dump.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/RemoteException.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/StackMap.java
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 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ExceptionTable.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/CodeAttribute.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/TypedBlock.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/AttributeInfo.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/JvstTypeChecker.java
* /javassist-3-30-2-ga-sources-jar/javassist/CtNewWrappedMethod.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Symbol.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/StringL.java
* /javassist-3-30-2-ga-sources-jar/javassist/expr/ConstructorCall.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/BinExpr.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/LineNumberAttribute.java
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* /javassist-3-30-2-ga-sources-jar/javassist/Loader.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/CondExpr.java
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* /javassist-3-30-2-ga-sources-jar/javassist/tools/framedump.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Variable.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/TokenId.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/Proxy.java
* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformNewClass.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/Lex.java
* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/ScopedClassPool.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/Loader.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/CannotCreateException.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/TypeTag.java
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* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/Compiler.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/InstructionPrinter.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ByteStream.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/LocalVariableAttribute.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/AccessFlag.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/SourceFileAttribute.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/RuntimeSupport.java
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* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/CannotReflectException.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/LongVector.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/FieldInfo.java
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* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/DeprecatedAttribute.java
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* /javassist-3-30-2-ga-sources-jar/javassist/compiler/SymbolTable.java
* /javassist-3-30-2-ga-sources-jar/javassist/CannotCompileException.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/FramePrinter.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/ASTree.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/ArrayInit.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/BasicBlock.java
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* /javassist-3-30-2-ga-sources-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /javassist-3-30-2-ga-sources-jar/javassist/ClassClassPath.java
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* /javassist-3-30-2-ga-sources-jar/javassist/LoaderClassPath.java
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* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/stackmap/MapMaker.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Keyword.java
* /javassist-3-30-2-ga-sources-jar/javassist/expr/Handler.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/SerializedProxy.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/Callback.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/HotSwapper.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/EnclosingMethodAttribute.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Member.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/Bytecode.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/SyntaxError.java
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 /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/FieldDecl.java
* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformFieldAccess.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/CompileError.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/AppletServer.java
* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformAfter.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/Descriptor.java
* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/NewExpr.java
* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/Sample.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ConstPool.java
* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformWriteField.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/SecurityActions.java
* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/ProxyFactory.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/AnnotationDefaultAttribute.java
*
 /javassist-3-30-2-ga-sources-jar/javassist/CtNewMethod.java
* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/ControlFlow.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/Sample.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Declarator.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/InnerClassesAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/InstanceOfExpr.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/NestMembersAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtNewWrappedConstructor.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/MemberCodeGen.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Frame.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ConstantAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/MethodDecl.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/web/BadHttpRequest.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/ObjectImporter.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/MultiArrayType.java

* /javassist-3-30-2-ga-sources-jar/javassist/runtime/Desc.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/BadBytecode.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Subroutine.java

* /javassist-3-30-2-ga-sources-jar/javassist/runtime/Cflow.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/StubGenerator.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/MemberResolver.java

* /javassist-3-30-2-ga-sources-jar/javassist/ByteArrayClassPath.java

* /javassist-3-30-2-ga-sources-jar/javassist/convert/TransformBefore.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/NoSuchClassError.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ExceptionsAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ClassFilePrinter.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/web/Webserver.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/CodeConverter.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/LocalVariableTypeAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/expr/ExprEditor.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/ClassFile.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/DoubleConst.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/Stmnt.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtField.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/FactoryHelper.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/rmi/ObjectNotFoundException.java

* /javassist-3-30-2-ga-sources-jar/javassist/ClassPool.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtBehavior.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtConstructor.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtClass.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/ASTList.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtMethod.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/IntQueue.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/JvstCodeGen.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/HotSwapAgent.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/MethodHandler.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/AnnotationsAttribute.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtMember.java

* /javassist-3-30-2-ga-sources-jar/javassist/ClassMap.java

* /javassist-3-30-2-ga-sources-jar/javassist/convert/Transformer.java

* /javassist-3-30-2-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java

* /javassist-3-30-2-ga-sources-jar/javassist/CtNewConstructor.java

* /javassist-3-30-2-ga-sources-jar/javassist/tools/reflect/Metalevel.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/CastExpr.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/analysis/Type.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationImpl.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/KeywordTable.java

* /javassist-3-30-2-ga-sources-jar/javassist/compiler/ast/CallExpr.java

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* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/ArrayMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/IntegerMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java

*

 /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/FloatMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/MemberValueVisitor.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/StringMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/ShortMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/ByteMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/LongMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/EnumMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/ClassMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/Annotation.java

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/javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/BooleanMemberValue.java

* /javassist-3-30-2-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java

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* /vavr-0-9-2-sources-jar/io/vavr/Predicates.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/BitSet.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/List.java
* /vavr-0-9-2-sources-jar/io/vavr/API.java
*
 /vavr-0-9-2-sources-jar/io/vavr/Value.java
* /vavr-0-9-2-sources-jar/io/vavr/Function4.java
* /vavr-0-9-2-sources-jar/io/vavr/Tuple5.java
* /vavr-0-9-2-sources-jar/io/vavr/Tuple6.java
* /vavr-0-9-2-sources-jar/io/vavr/control/GwtIncompatible.java
* /vavr-0-9-2-sources-jar/io/vavr/control/Option.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/Tree.java
* /vavr-0-9-2-sources-jar/io/vavr/CheckedFunction2.java
* /vavr-0-9-2-sources-jar/io/vavr/Function5.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/TreeSet.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/HashArrayMappedTrie.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/Foldable.java
* /vavr-0-9-2-sources-jar/io/vavr/collection/Array.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/LinkedHashSet.java

* /vavr-0-9-2-sources-jar/io/vavr/Function2.java

* /vavr-0-9-2-sources-jar/io/vavr/NotImplementedError.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/BitMappedTrie.java

* /vavr-0-9-2-sources-jar/io/vavr/Tuple2.java

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* /vavr-0-9-2-sources-jar/io/vavr/Lambda.java

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* /vavr-0-9-2-sources-jar/io/vavr/concurrent/Promise.java

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* /vavr-0-9-2-sources-jar/io/vavr/Tuple.java

* /vavr-0-9-2-sources-jar/io/vavr/CheckedFunction5.java

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* /vavr-0-9-2-sources-jar/io/vavr/concurrent/FutureImpl.java

* /vavr-0-9-2-sources-jar/io/vavr/control/Validation.java

* /vavr-0-9-2-sources-jar/io/vavr/MatchError.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/Stream.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/Seq.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/Vector.java

* /vavr-0-9-2-sources-jar/io/vavr/CheckedFunction1.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/RedBlackTree.java

* /vavr-0-9-2-sources-jar/io/vavr/control/Either.java

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* /vavr-0-9-2-sources-jar/io/vavr/$.java

* /vavr-0-9-2-sources-jar/io/vavr/CheckedFunction7.java

* /vavr-0-9-2-sources-jar/io/vavr/Tuple7.java

*

 /vavr-0-9-2-sources-jar/io/vavr/control/Try.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/CharSeq.java

* /vavr-0-9-2-sources-jar/io/vavr/collection/Multimap.java

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* /vavr-0-9-2-sources-jar/io/vavr/collection/HashMultimap.java

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 /vavr-0-9-2-sources-jar/io/vavr/collection/SortedSet.java

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1.158 aws-core 2.25.47

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1.159 protobuf-java-format 1.2

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1.160 jackson-module-blackbird 2.19.2

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1.161 animal-sniffer-annotation 1.23

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1.162 bcpkix-jdk18on 1.82

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Signature-Version: 1.0
SHA-256-Digest-Manifest-Main-Attributes: 7nq+6gasBLOIT+RQty2djfrO3aqL5
nXyI56IGQW+8+A=
SHA-256-Digest-Manifest: UIh/kyHsQOr303FvXdFdd6wqg42ifG0lZWGxzkTc3Ew=
Created-By: 1.8.0_462 (Private Build)

Name: org/bouncycastle/tsp/ers/ERSEvidenceRecordStore.class
SHA-256-Digest: kdKOfk2v8ghXzR0PaQxQe8mbY8NUvXnnkYL1BTaBC/g=

Name: org/bouncycastle/cert/dane/DANEEntrySelectorFactory.class
SHA-256-Digest: imSL4+4jqh3mcTRxn2Itl/650pQGfPnoJ9QAkSmGZew=

Name: org/bouncycastle/cert/crmf/PKMACBuilder$1.class
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Name: org/bouncycastle/cert/ocsp/CertificateStatus.class
SHA-256-Digest: +mlr6TCAqe/Me9FM8WHrK7fYAD5GSt6lhWagR8xA6FE=

Name: org/bouncycastle/cms/jcajce/EnvelopedDataHelper$2.class
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Name: org/bouncycastle/cert/path/validations/BasicConstraintsValidatio
n.class
SHA-256-Digest: hKl2LYkpXtHpXsGf0x0TLU3r9WTzix03OeNBEoTp5Fs=

Name:
 org/bouncycastle/eac/jcajce/DefaultEACHelper.class
SHA-256-Digest: SdM153tqgvSGrOc7torPqu44V+1RjfUiYqVWFPEsJu0=

Name: org/bouncycastle/cms/jcajce/JceKeyTransAuthEnvelopedRecipient.cl
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SHA-256-Digest: /RMOjhE1DJOVbSsojt+PzsGl7FBkytM/ynw/9jDhNZ0=

Name: org/bouncycastle/operator/OutputEncryptor.class
SHA-256-Digest: hXEtRyBfPzCAt623Lq8rg4C2rhWiVaMsFKGmDZHpaqA=

Name: org/bouncycastle/cms/CMSEncryptedDataGenerator.class
SHA-256-Digest: 9DTwtV7T7j4PliY5p7N81i+eZUvPdsOxvFTtzykDijY=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoVerifierBuilder$Helper.
class
SHA-256-Digest: y/UH8aHIQl2cAEge7LI3w+P/QrpXlyzkbjLwgLgdOs8=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeAuthEnvelopedRecipient.cl
ass
SHA-256-Digest: 78do5fefWT+dXnCw/nDDXb0zid79ifsFVMid03466+s=

Name: org/bouncycastle/cert/crmf/jcajce/JceAsymmetricValueDecryptorGen
erator$1.class
SHA-256-Digest: CiI71cK/+/8VpEnGNX6DBWCJBLyLBGFI/wiPBr+u/z4=

Name: org/bouncycastle/est/CTEBase64InputStream.class
SHA-256-Digest:

/uQXmabAtAGigJuonpqnU7mQK7ecRh0KAeUaALq7auU=

Name: org/bouncycastle/its/ITSPublicEncryptionKey.class
SHA-256-Digest: L9XQ6HWkR6fovardThuN9YYa2soX6pjnA94uryBpcIo=

Name: org/bouncycastle/pkix/jcajce/CrlCache$LocalCRLStore.class
SHA-256-Digest: MMu6q+Z6ehzV4KO///aUgdh3FJn/4vcyDLt8d5mRVXk=

Name: org/bouncycastle/cert/crmf/EncryptedValueParser.class
SHA-256-Digest: fn0ydTFHPzU2PjVJUHThBRaSs7J/Nx9X/EJkxhUbcAQ=

Name: org/bouncycastle/cert/ocsp/OCSPUtils.class
SHA-256-Digest: KnXh3hxy1UfRqaUpnfi11FNa4xCb5FMX2XWA5M7PiNs=

Name: org/bouncycastle/est/ESTException$1.class
SHA-256-Digest: Ph3ZaIGUA1nyE2JsQga2Kk6DjBqXHf4HzggLh6iFjgc=

Name: org/bouncycastle/cert/ocsp/jcajce/JcaRespID.class
SHA-256-Digest: A7xNWkzTgXlzMLwTCPVx7XsTnVLJ7Wan22oBtzONdOc=

Name: org/bouncycastle/pkcs/jcajce/JcePKCS12MacCalculatorBuilder$1.cla
ss
SHA-256-Digest: 0fyPAh/uFx3zN4e1BQQG4PuWqAC6OUm73f5ZamaYy+0=

Name: org/bouncycastle/cms/CMSSignedHelper.class
SHA-256-Digest: KAMxpu5SWcjdULx1WupmtHOfY6Ig9rjeDP6AULWMt1s=

Name:
 org/bouncycastle/cms/jcajce/JceKEKAuthEnvelopedRecipient.class
SHA-256-Digest: WeLGcX3nSSh25ismPpO0bkWGOHFn+qP2L5s9/xk+8To=

Name: org/bouncycastle/pkcs/jcajce/JcaPKCS12SafeBagBuilder.class
SHA-256-Digest: VAh6xUiuI6KKA4seqDuIHO7THm9jvcKaRbiUi1L6WNE=

Name: org/bouncycastle/tsp/ers/ERSFileData.class
SHA-256-Digest: /fgFS8BOyrA4HZFi+0QzpVaV0GHSwH6XfRJ6IYgoOdI=

Name: org/bouncycastle/cert/crmf/EncryptedValueBuilder.class
SHA-256-Digest: fM2jGLRbfQgnKZ0C8HZjyErKMtDzmWULT4DU71mpmRg=

Name: org/bouncycastle/mime/LineReader.class
SHA-256-Digest: lCa+VB5ZyBGf+S/YxJIy/T0jPYokT4VEm5FvWiOq7oM=

Name: org/bouncycastle/pkix/jcajce/PKIXCertPathReviewer.class
SHA-256-Digest: ikr1BdjVsaA+iPDi7NR2u86NAV3yHQ664ygRW+Tz95c=

Name: org/bouncycastle/pkcs/PKCS12MacCalculatorBuilderProvider.class
SHA-256-Digest: Fwh0mowsMXHVmg/zqpCJEUv2Zys4YFG4yo+5q18AjcU=

Name: org/bouncycastle/its/ITSValidityPeriod$Builder.class
SHA-256-Digest: 5x9RMLO7nNCWnSPUMM/brRQ5Z77uni+idJ2rWl8lzD8=

Name:
 org/bouncycastle/pkix/jcajce/X509CertStoreSelector.class
SHA-256-Digest: K19mxKILQml/0xHvxDZVu35yWT7chQ312X/rd1QEgwQ=

Name: org/bouncycastle/its/ETSIRecipientInfo.class
SHA-256-Digest: JYId+34zV9uENOZeqpCAeELfNqysbNSbb7N+rqWWnzg=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8EncryptorBuilder.
class
SHA-256-Digest: Rjtwct81c0EsulhPjXJFr17G8oHRJIWHSUUXDnxzu9U=

Name: org/bouncycastle/cms/CMSAbsentContent.class
SHA-256-Digest: tfx3//FaHs7PmpQi+vhy674DjcnoFPpqETA6A1SA99M=

Name: org/bouncycastle/operator/jcajce/JcaAlgorithmParametersConverter
.class
SHA-256-Digest: bT1ufXz1smHSPlg/IrpqEkMlXQDJ90p6N5575nAFup4=

Name: org/bouncycastle/operator/jcajce/JcaDigestCalculatorProviderBuil
der$1$1.class
SHA-256-Digest: X/VnisCTNRTdEHeIsp0LTBzr8m9A5z4yNWPDOCjurPc=

Name: org/bouncycastle/operator/bc/BcAESSymmetricKeyWrapper.class
SHA-256-Digest: tQlqhSzRnoIycmr+VKR2JNzbCSo6WCLjWUo2/H3GXzQ=

Name: org/bouncycastle/operator/bc/BcAsymmetricKeyUnwrapper.class
SHA-256-Digest: yMa/Bb4hzZ89sIn0m9btEAjBbIlzS3AAwFn5+VAtIi4=

Name:
 org/bouncycastle/pkix/jcajce/X509RevocationChecker$1.class
SHA-256-Digest: +tvGFFNGMVqb2HGa3UiTdv3lU6i2a52xDmHZUmAGmdE=

Name: org/bouncycastle/tsp/TimeStampTokenGenerator$1.class
SHA-256-Digest: jpF75z3ALIJeC4pOI2xhC11aOBACPpwo1bWUBaHc3jg=

Name: org/bouncycastle/its/ETSIEncryptedDataBuilder.class
SHA-256-Digest: uhznzMZw+vvZkrS9rwvFnbHFiCVa+OflrAQc3YRhgko=

Name: org/bouncycastle/its/jcajce/ECUtil.class
SHA-256-Digest: FLV8r6PMivMtKjfp9w8yu+xdc+g9Ez92QumE/2vuh6Q=

Name: org/bouncycastle/est/jcajce/DefaultESTClient.class
SHA-256-Digest: 54BCh5jKhBfGPrXpnH0xlyzK7+YADSZSj8mH4EHEasY=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeEnvelopedRecipient.class
SHA-256-Digest: BlJ1Oo8xF/4Hw7c7y6Aj53T2pN0qnrS+Rb30V91ThpM=

Name: org/bouncycastle/cms/CMSAttributeTableGenerationException.class
SHA-256-Digest: GVk+0Oz4IBkEEkDYYVAqgSGs4EL9kfwePdZf7weFG+M=

Name: org/bouncycastle/its/ETSISignedData.class
SHA-256-Digest: I5jw8ur003EhZKuRjdUNq2139/kXyp6SBze1cx45Z24=

Name:
 org/bouncycastle/operator/OperatorCreationException.class
SHA-256-Digest: 2pMSXQvAW2d2WehRbpr8SlhB81m2oEyOVyv6Aq/kXAQ=

Name: org/bouncycastle/tsp/TSPValidationException.class
SHA-256-Digest: 16Y1PVTg3t/1NzCF5kUR4fmI24sYl/fyuscfUF3oN4Y=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$22.class
SHA-256-Digest: XwbbMyjV1BQfZ8NEZBDUfidQKSaWIflAHB1C9ac7ZO8=

Name: org/bouncycastle/dvcs/CCPDRequestData.class
SHA-256-Digest: zdz7PrNcq1Yka891hRMmPO2QXzsm6JjRcN5uRX4MVpY=

Name: org/bouncycastle/tsp/cms/CMSTimeStampedGenerator.class
SHA-256-Digest: oEthwwPtPitE/DJHa3tNUc+bfNm8DwkXXuyT+s7zZp4=

Name: org/bouncycastle/cms/CMSPatchKit.class
SHA-256-Digest: Ys6DPWKPD7gvJ/xiLc2LGxAskIAJqWDB9qDt5hR17fg=

Name: org/bouncycastle/tsp/cms/MetaDataUtil.class
SHA-256-Digest: 2CGTZWTaRtAI2NW6bM4vHRTsrAORv4oComIdXUZg6m8=

Name: org/bouncycastle/operator/jcajce/JceInputDecryptorProviderBuilde
r$1.class
SHA-256-Digest: klShK0t7B64Sex3bG7xJyjdMUHTUfpkSAQLAMHguzrI=

Name: org/bouncycastle/cert/selector/jcajce/JcaX509CertificateHolderSe
 lector.class
SHA-256-Digest: kpBqDovr+DQgrlrj+LvHtgaLxIiKDjaFQ8tEZTvXHfk=

Name: org/bouncycastle/openssl/jcajce/JcePEMEncryptorBuilder.class
SHA-256-Digest: dfZ4mgPSppokQYfRCHRjUsXQPsjEyi/Wzdaq1jzwxqs=

Name: org/bouncycastle/cms/jcajce/JcaX509CertSelectorConverter.class
SHA-256-Digest: n8Q+OiQFH3/bQwXsjXYTYcfTEDokLuBOrkW3eSPOdd8=

Name: org/bouncycastle/tsp/ers/ERSUtil.class
SHA-256-Digest: LHdjEoB0B4eHj9eg8CZpow3AGauEVrCrIhvGueijI/c=

Name: org/bouncycastle/dvcs/MessageImprint.class
SHA-256-Digest: MXqIEpXLhalWUR9M3dIiyxe/swclWkrhnmHo1zif2rY=

Name: org/bouncycastle/cert/ocsp/OCSPException.class
SHA-256-Digest: +Coba+B2Z1c4w+jol/tmOeWf9WCm5Tv9hVxIFHxpXDg=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er$1.class
SHA-256-Digest: UmqBbpPH9q+PsLEqMO7wN5NbDkWJ80sUE2v/yWhxnKA=

Name: org/bouncycastle/pkix/util/MissingEntryException.class
SHA-256-Digest: BsfOKYVSKWfd8wacpsDb7mrnz74IJ0FxIzbbxFGlNoA=

Name: org/bouncycastle/cert/jcajce/NamedCertHelper.class
SHA-256-Digest:
 +s2Zlz2jS06Hx8pKmw4dwPUEthOybVl6RBU6Yyu166Q=

Name: org/bouncycastle/cms/CMSSecureReadable.class
SHA-256-Digest: yf+O0RTLVbpocKI4bpTqF4Yt7SZ5OsCLdhlr/NbGcK8=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeAuthenticatedRecipient.cl
ass
SHA-256-Digest: oy/FUTGEdBiceutLPLXBR9442ifA0RNh6K/3h1PWUOM=

Name: org/bouncycastle/est/jcajce/SSLSocketFactoryCreatorBuilder.class
SHA-256-Digest: To7sandTXD3xccVt5u7DxpEQnXeSMJ+HOB+1v8pjQNU=

Name: org/bouncycastle/cms/KEMKeyWrapper.class
SHA-256-Digest: VwsKhp4dXjgaukRx5IKW/JYpeSOz1vtJzIPC054hDio=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeRecipient$2.class
SHA-256-Digest: wRCLqmHgaZB2Vwjy2QcO7+qTndJYvmyhPC7aF/GXWyE=

Name: org/bouncycastle/cms/CMSAuthEnvelopedDataParser$LocalMacProvider
.class
SHA-256-Digest: RL4XwtEqdKx67Nm3mgc80fLCNpW1478s1AJzqCQVxBY=

Name: org/bouncycastle/mime/smime/SMIMESignedWriter.class
SHA-256-Digest: SCNzJHn2zaEAJYbt/0lSUU0FEW69ygTUBDpaRlsjd7o=

Name: org/bouncycastle/cert/ocsp/BasicOCSPRespBuilder.class
SHA-256-Digest:
 LQUTk5cc/9qx1sKAONsOVvzkt2tgZUYTddgCD31hox0=

Name: org/bouncycastle/pkcs/jcajce/JcaPKCS10CertificationRequestBuilde
r.class
SHA-256-Digest: 1LBx6lIJpdHd3cFvGMYmRfINjezkRgqq5Pj5JhW6Rw8=

Name: org/bouncycastle/cert/crmf/jcajce/JcaPKIArchiveControlBuilder.class
SHA-256-Digest: nw52/8MpwLBKIEto0alC1gv1MA0TypI/ZVo9Tt3hmpU=

Name: org/bouncycastle/pkcs/jcajce/JcePBMac1CalculatorProviderBuilder$1.class
SHA-256-Digest: jgHPTbIJhuUq5yVmb64J+sBD9YfJd0E5mWAeg2f9NHc=

Name: org/bouncycastle/cert/path/CertPathValidationResult.class
SHA-256-Digest: Gh7H+fUnw+VZDdebA3i7nb6h4B5AUH9+j145WU8jz4c=

Name: org/bouncycastle/tsp/cms/CMSTimeStampedDataParser.class
SHA-256-Digest: 9uQ/tYELbeh//fkpBHQNgi8wJbdinzt0nZgmKte2uXE=

Name: org/bouncycastle/pkix/PKIXNameConstraintValidator.class
SHA-256-Digest: kA1BDTG9Uh4Bj78N0ObYEHIYf+1KgbFgBPCedzsZLHo=

Name: org/bouncycastle/openssl/PEMParser$ECDSAKeyPairParser.class
SHA-256-Digest: TJcLb4lGN/aICG9zeqkOt1BX3Q2aE1yHKBBSBVERL9g=

Name:
 org/bouncycastle/cms/CMSCompressedData.class
SHA-256-Digest: A3OoucnLAM6AfNeLHCrviy3rw7RePE7vMYO084MVUlI=

Name: org/bouncycastle/tsp/TSPAlgorithms.class
SHA-256-Digest: 0a+TJKXmURiML//IwCX7U5fo0+XxSrEAtnT87yExRIA=

Name: org/bouncycastle/cms/bc/BcKEKEnvelopedRecipient.class
SHA-256-Digest: A4laDd3OretTTUDLce574lYToypCmmo/w4xa0UdLrvA=

Name: org/bouncycastle/operator/bc/BcRSAContentSignerBuilder.class
SHA-256-Digest: oNAxcyg+yXMRLGjjT4JZQAcAbn3FeuhxtjgTZXrB8xw=

Name: org/bouncycastle/its/ETSIRecipientInfoBuilder.class
SHA-256-Digest: KBCuFFrpx98B74CFJ0iPmCO8qU/e3Sj2rci9duvvpW0=

Name: org/bouncycastle/est/HttpUtil.class
SHA-256-Digest: fd90PCYhoZnoYIn230i14F2+3wos9tA/TT3K1HT/SlM=

Name: org/bouncycastle/pkix/util/MessageBundle.class
SHA-256-Digest: IWdBOQVwaR+YklxsPpkWdMFLFRo1pi86UZzH/5LKj1g=

Name: org/bouncycastle/dvcs/DVCSMessage.class
SHA-256-Digest: qWBjrDYXgXuQJ5tcP7aq9fxbknWvc/N/tDD7Egx8zi8=

Name: org/bouncycastle/pkix/SubjectPublicKeyInfoChecker$Properties.class
SHA-256-Digest: 36jaQUWzuTPnAo3PIe88SVs7Hmr0I+1Cp+IG+O6lHBE=

Name: org/bouncycastle/cms/bc/EnvelopedDataHelper$4.class
SHA-256-Digest: aIq/c9SrK+eOBvoDphuN2u1duEEs2oH/aUTnwnJnaWc=

Name: org/bouncycastle/tsp/ers/ERSArchiveTimeStampGenerator.class
SHA-256-Digest: LA3yLxh8sbS1MBc7YlAXZ1TOeGRR/IAtRTSmRZMHzPg=

Name: org/bouncycastle/cms/bc/BcCMSContentEncryptorBuilder.class
SHA-256-Digest: WBlULk73qBqMNdlcRV38lvkenQFl1vT7AXz3JhwBNnE=

Name: org/bouncycastle/openssl/jcajce/JcaPEMKeyConverter.class
SHA-256-Digest: xGp9MyVrRSb0sF7d0/7uLIwwbxqgouCVT5TDFdpkbMk=

Name: org/bouncycastle/cert/dane/DANEEntryFetcherFactory.class
SHA-256-Digest: S3Erdn1lxI8IhZ19iUZbuOq4cs4fmnLWNXao9dYUdYM=

Name: org/bouncycastle/tsp/ers/ERSArchiveTimeStamp.class
SHA-256-Digest: OSjiNQy5Xk/QFrEZAKFGodQOd+lx2A/nn07fXZKP43I=

Name: org/bouncycastle/cms/CMSSignatureAlgorithmNameGenerator.class
SHA-256-Digest: wYtExW+033qPUPDNm440ZGbl0XBiywTQzzw1nJ1cz0A=

Name: org/bouncycastle/eac/EACIOException.class
SHA-256-Digest:
 WIqTcNiQ8efajBe80Zyo7LBqD7JQ7pMGPsnn+bNvBO4=

Name: org/bouncycastle/eac/operator/EACSigner.class
SHA-256-Digest: p+RDpFb9Y5poncfYPNbQ6XmHz5Q0Ng4QrcGJokdsqpE=

Name: org/bouncycastle/operator/jcajce/JceGenericKey.class
SHA-256-Digest: zZgQT+vDpNZlKmhMLfcc8GwNVNMfZkHGJfADhSywZ6Y=

Name: org/bouncycastle/cms/jcajce/JceKeyTransAuthenticatedRecipient.cl
ass
SHA-256-Digest: xpkdM3T41nTvmSkI7oWadY0MG/ZiFCexL4P5xGyX1ig=

Name: org/bouncycastle/operator/jcajce/JcaContentSignerBuilder$3.class
SHA-256-Digest: wCSeCmbCLP4plfIuAW0t0oCVwQhjOqx19BFjXleEu2E=

Name: org/bouncycastle/operator/bc/AESUtil.class
SHA-256-Digest: l9qyq0GSIUl0D00gLPB4KMxw/8JUDi+uvpuFSV+F0t0=

Name: org/bouncycastle/mime/Headers.class
SHA-256-Digest: FDHMGaSw+wbeHQMPqOr4zvGzXmJSaBI5KOTKsYhC5IY=

Name: org/bouncycastle/pkix/CertPathReviewerMessages_de.properties
SHA-256-Digest: DQoUa1TevRWKQ1RbVIkq/43czvt5HAvJ+K4LxdlFhN8=

Name: org/bouncycastle/dvcs/CCPDRequestBuilder.class
SHA-256-Digest: Te2QwTMQVcnOEUeFMIVJIXy6u9+hbGnsP7Yi4lKORA4=

Name:
 org/bouncycastle/openssl/PEMParser$KeyPairParser.class
SHA-256-Digest: bvPrUzyk9q92oVc+sOasxpyZR2zflrBtVmXH8TTmt/o=

Name: org/bouncycastle/est/HttpUtil$PartLexer.class
SHA-256-Digest: UA0geWaJ68UMULjksmkgb8Y5r5JMH8jqWzbTd6Pz1Oc=

Name: org/bouncycastle/mime/smime/SMIMEEnvelopedWriter.class
SHA-256-Digest: i2KbWuVPSoic4kStmmPDRYxWBYw2KGMzYXzd+x4rw3E=

Name: org/bouncycastle/pkix/SubjectPublicKeyInfoChecker.class
SHA-256-Digest: KSMnizflA1/IvHC6ca4iBmXUQoPLEm5uMTaPMAnlhs8=

Name: org/bouncycastle/pkcs/jcajce/JceUtils.class
SHA-256-Digest: PS07t47m6uBFH2xGtWF4h0epttV7DIfp1xCfv0VPea8=

Name: org/bouncycastle/cms/jcajce/JceCMSContentEncryptorBuilder.class
SHA-256-Digest: ZsydYf7nqgqLk2Rj50xHyZd2kOWTviAB6fxHjlcTOxo=

Name: org/bouncycastle/cert/crmf/jcajce/JcaEncryptedValueBuilder.class
SHA-256-Digest: NOaorknprP4XioaOmo1GRVD1cAE28nLXTkhGcCfWCsM=

Name: org/bouncycastle/cms/CMSProcessableInputStream.class
SHA-256-Digest: rS0t1m7+hlGXCKUta9hQ1HyY+YD7fbheKTJXhKf/QVc=

Name:
 org/bouncycastle/est/jcajce/DefaultESTClientSourceProvider.class
SHA-256-Digest: slmj3pRJ+pANyyRyPpX/x9YnQA3bBBDcAu5PKwT1Gs0=

Name: org/bouncycastle/its/ITSCertificateBuilder.class
SHA-256-Digest: UnbKc5srDcs8fJf1fWzsOIStExbnIcp9o8zB+gSgjFk=

Name: org/bouncycastle/cert/jcajce/JcaX509CertificateConverter$ExCerti
ficateParsingException.class
SHA-256-Digest: lnnw3WK8VZsgeDn/PsihirtsjyU2CfMgK9ZbBllzwFE=

Name: org/bouncycastle/eac/operator/jcajce/JcaEACSignerBuilder$Signatu
reOutputStream.class
SHA-256-Digest: 6AHCWK3ogkniv4iYGljlrwmoARnKatRLJY1qym9KBcI=

Name: org/bouncycastle/cms/jcajce/DefaultJcaJceExtHelper.class
SHA-256-Digest: ornrUb5dJyQRQsczSRVPa1r+p4jyR+Ha54pnLVkFqdo=

Name: org/bouncycastle/mime/MimeContext.class
SHA-256-Digest: S8mle+xEFby0jAhSF3QcIWeg0S261p4qw7amGyUASPQ=

Name: org/bouncycastle/cms/DefaultSignedAttributeTableGenerator.class
SHA-256-Digest: A1S5YitoIPIiNRw6q7RNix0H3yl7gALfpuhuY76Zxnc=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8DecryptorProvider
 Builder$1$2.class
SHA-256-Digest: fcjCDBjqHOMjMxZiDnMAkiV1JFaD4qFlbVua0Ymvl/A=

Name: org/bouncycastle/cert/bc/BcX509ExtensionUtils$SHA1DigestCalculat
or.class
SHA-256-Digest: XSvQ76V1/b9XvM+qs+L+hkuk5I7b+huK5GLb8X5Py+Y=

Name: org/bouncycastle/cms/CMSConfig.class
SHA-256-Digest: osu5IivNHv5hrq+/fuNvRGn4ww2pL28qvrL138tvRl0=

Name: org/bouncycastle/cms/CMSSignedDataStreamGenerator.class
SHA-256-Digest: wEF1JYXaz+ugGJDG/CDFdbkkoFf9rGvat4R4N4XoyXk=

Name: org/bouncycastle/cms/bc/BcPasswordEnvelopedRecipient$1.class
SHA-256-Digest: /gPoiqIobuythnSyRGp/Eo3rnNDGCzJluAX+i+zhckQ=

Name: org/bouncycastle/pkcs/jcajce/JcePKCSPBEOutputEncryptorBuilder.cl
ass
SHA-256-Digest: zxS/idJ/KkgxaMHnSsxDgWLZVMWe8asyqmnjDwPUF/0=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$8.class
SHA-256-Digest: E5m2aGPkd4l32vxka+F/NCL8+LybllIa+J5BFPTile0=

Name: org/bouncycastle/cert/crmf/CertificateRequestMessageBuilder.clas
s
SHA-256-Digest: veI2xwf7dYDz+nukvjh188P2VLwGo0qoMpuefK1gwn8=

Name:
 org/bouncycastle/operator/bc/BcDefaultDigestProvider$14.class
SHA-256-Digest: RUjgzbPgmwVRnijn8u43dis+RZ38yM6YJwrzwX5YO94=

Name: org/bouncycastle/pkcs/PKCS10CertificationRequest.class
SHA-256-Digest: /ihfojYIU1uApD7iaUTOJGm5P8xCl4jLPhuJCYyXNvs=

Name: org/bouncycastle/openssl/bc/BcPEMDecryptorProvider$1.class
SHA-256-Digest: 5CHBshbLlqQF/4D9hafMfTH0y8TpUUCAsrHBZjX75ew=

Name: org/bouncycastle/operator/jcajce/JcaDigestCalculatorProviderBuil
der$1.class
SHA-256-Digest: qKR1IR86FD1CBwqaysUZhqQzR1vqU3Sbm/EPR1paa4g=

Name: org/bouncycastle/its/operator/ECDSAEncoder.class
SHA-256-Digest: +macqp6zpbRE53bb+3xWIbWl1xA8OMFjphqN4BZ9nl0=

Name: org/bouncycastle/mime/smime/SMimeParserContext.class
SHA-256-Digest: f1LxtTwBHZKTyWMzXsG6kaUM8NYPCmxy+A9R+O6A/FM=

Name: org/bouncycastle/cms/SignerInfoGenerator.class
SHA-256-Digest: V3C8pUkBaO4rjMIOQ++IC/Xpn/13z/uJeubqIxhoMrw=

Name: org/bouncycastle/pkix/util/ErrorBundle.class
SHA-256-Digest: D8zO1UVZVAqOtj2XBRRndhHrRlUdPdhFt1aowejBskY=

Name:
 org/bouncycastle/cms/jcajce/ZlibExpanderProvider$LimitedInputStr
eam.class
SHA-256-Digest: 2NTMpWAYzJX5zbd4NI4b2OQ3vh1lqWKwJJYoVM5eZ7M=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoVerifierBuilder$NamedHe
lper.class
SHA-256-Digest: eWjCB++lYLQopWspayqouB4LTWvSjMlPlv/geGnIFUc=

Name: org/bouncycastle/dvcs/DVCSRequestBuilder.class
SHA-256-Digest: yaKXSfEiZrhoqn+/Bh+4qypsICyQYi+yQfacXErA3Vs=

Name: org/bouncycastle/mime/encoding/Base64InputStream.class
SHA-256-Digest: 9jvarB13X9yErLrwrhpVbIVayOHwqiWSmiwiN0FCjUA=

Name: org/bouncycastle/cms/CMSEnvelopedHelper$CMSAuthEnveSecureReadabl
e.class
SHA-256-Digest: oJBAKwdDkzPHH+shQrp1EwxGWAzxivqJopWHWBB80pE=

Name: org/bouncycastle/cert/AttributeCertificateIssuer.class
SHA-256-Digest: 53d7EmgGonGJxlYLtQwZUgh3FBbFnccLijxi9YeIYgM=

Name: org/bouncycastle/mime/smime/SMimeUtils$1.class
SHA-256-Digest: W9jzH3OiDKca1BeqoAEOWn2TDFn24SzeSpQIafsRP+g=

Name: org/bouncycastle/cms/bc/BcRSAKeyTransRecipientInfoGenerator.clas
s
SHA-256-Digest: Nwza82G9+1h5rJft50v9zrtmvzlJkp+dWMpbey5CJnI=

Name:
 org/bouncycastle/operator/AsymmetricKeyWrapper.class
SHA-256-Digest: YeIG0dS4SEQIXLvwaBUcmfTPnwp/k7gsrez/XU1hZbw=

Name: org/bouncycastle/cms/jcajce/JcePasswordAuthEnvelopedRecipient.cl
ass
SHA-256-Digest: babNlXE5BCRTlzWung6TDr4PA7gSXc50qya4jdYnkxE=

Name: org/bouncycastle/cms/CMSSignerDigestMismatchException.class

SHA-256-Digest: Ta6xfWx7R0oXKU5BeUbDwmwOrDSflYmy6PT9QnF1O2w=

Name: org/bouncycastle/cms/CMSSignatureEncryptionAlgorithmFinder.class
SHA-256-Digest: Mt71Fp7W7nsKqAe5QU02+JW9IG/4VkYAZGvFNhuTfI0=

Name: org/bouncycastle/mime/MimeIOException.class
SHA-256-Digest: 2PNilRSZUodcBB4H99tCZlZCEl4X2oUWbtmoCszrR1Y=

Name: org/bouncycastle/operator/SignatureAlgorithmIdentifierFinder.cla
ss
SHA-256-Digest: P4neGph0m0jF2F3p3MKzbCCu6E+jjvfzBdg8J8J8XgA=

Name: org/bouncycastle/openssl/PEMParser$PublicKeyParser.class
SHA-256-Digest: we1H11aLmThiTDfy+cuvMrCHhdeZZLsgEPCvuCg9AmE=

Name: org/bouncycastle/pkcs/bc/BcPKCS10CertificationRequest.class
SHA-256-Digest:
 EWw+MuTq6V/6GAK4NHEPomGat0D5M70Y7VwDLdlPpWs=

Name: org/bouncycastle/cert/path/CertPathValidation.class
SHA-256-Digest: naxyOZobMg99dsbBJKsuDHlKoA1vmu7ScM0IIPet5XE=

Name: org/bouncycastle/operator/BufferingContentSigner.class
SHA-256-Digest: 2OkK6zJDxwPorUYW2SsqEGvvaV1XZcIY9P//0MvKe2w=

Name: org/bouncycastle/pkix/SubjectPublicKeyInfoChecker$Cache.class
SHA-256-Digest: EGD9mI1q6SR0cbz9KNCXizv8xy3Rnfd8icM9djvu8I4=

Name: org/bouncycastle/cert/selector/jcajce/JcaX509CertSelectorConvert
er.class
SHA-256-Digest: Nrol3S5K2Mmtq+JQjZG70xB6QiD2r8e1S6s8+/e1Ol0=

Name: org/bouncycastle/cms/CMSEnvelopedHelper$CMSDigestAuthenticatedSe
cureReadable$1.class
SHA-256-Digest: 30/bKd7Ofd7Vd+dze7MSfMi+RHSk1IBlSAK0UX9ERDo=

Name: org/bouncycastle/operator/MacCaptureStream.class
SHA-256-Digest: UMGuxyImhUXJ5J9TUQ0KUwGXVJhyrkYwz4il7qYOrjQ=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransRecipient.class
SHA-256-Digest: f1BVh29+/oeYO5h+H+ew6q9rqoFrZzJKFWQwcLQTMWs=

Name: org/bouncycastle/cms/jcajce/CMSInputAEADDecryptor.class
SHA-256-Digest:
 5OGpKKLU0g69C+sUe2hzdgf5wi8ymChv66eRlnh5R20=

Name: org/bouncycastle/cms/CMSEnvelopedDataGenerator.class
SHA-256-Digest: fBkX5Q0u0zDn53i8FCP5Xiqx1ILIO08QofmjuYYPzEQ=

Name: org/bouncycastle/est/ESTSourceConnectionListener.class
SHA-256-Digest: yu5jkL3Dy8qtYRgHwxAQA/sd9OsDqsBJL07ZCTTFsvE=

Name: org/bouncycastle/dvcs/DVCSConstructionException.class
SHA-256-Digest: p1Sy/kQTubmrW0GxvxyE3A8rhC7NGAe9qxlosqHF2GM=

Name: org/bouncycastle/dvcs/DVCSRequestData.class
SHA-256-Digest: lqWKqZr3ZNi29ZyCKs1bBYrRnYGTRRlBT1Z+Io43F2s=

Name: org/bouncycastle/tsp/ers/ERSEvidenceRecordGenerator.class
SHA-256-Digest: aTGpvf+kguZtAsal+BINiv+mp+NZ9vF+qJ26vPZhqxU=

Name: org/bouncycastle/operator/jcajce/JcaDigestCalculatorProviderBuil
der$DigestOutputStream.class
SHA-256-Digest: oz/19lcE9VM0Kq+pX/lqcmo704WsTYM2eCeKnREDKJs=

Name: org/bouncycastle/its/ITSPublicVerificationKey.class
SHA-256-Digest: 8PSgjGdaXwijM76mYeBKFCamwANUSZSyi4iweIpgP8Y=

Name: org/bouncycastle/cms/jcajce/JcePasswordEnvelopedRecipient.class
SHA-256-Digest:
 qi83lw1I3zx6B08DHTYoqKykmN9hJBBsdgjYKFO+tXI=

Name: org/bouncycastle/operator/MacAlgorithmIdentifierFinder.class
SHA-256-Digest: Yqjl5wzjFY3wdmh54kf8rnBu/++wIiTy7ftaUncF7oY=

Name: org/bouncycastle/mime/MimeWriter.class
SHA-256-Digest: nJo7gGB+cw0fpsDzqijU9Iz/eq5XrA1fL8zuyYuxsv8=

Name: org/bouncycastle/est/jcajce/DefaultESTClient$PrintingOutputStrea
m.class
SHA-256-Digest: ftKCU3Xx9g2AXb7XXC0t2AzYBcRX1dPEtW1dOKVa4mU=

Name: org/bouncycastle/dvcs/VSDRequestBuilder.class
SHA-256-Digest: 4P4xpb8+spq7rW1k6bqbAhtGbUmuaPjEZgQJdNpb6pc=

Name: org/bouncycastle/cert/selector/jcajce/JcaSelectorConverter.class
SHA-256-Digest: 6A8TG9M1grGMrxnZck8O2+IN9SjQHSLy0CucqI8GW6s=

Name: org/bouncycastle/tsp/ers/ERSRootNodeCalculator.class
SHA-256-Digest: 9OTrLdxDXwbaHl3FNL6SKKwu7d2rrme7hzxADmmMFpo=

Name: org/bouncycastle/openssl/PEMException.class
SHA-256-Digest: 7nerrvra4Yhpybqxb67+LCQDePsvkTbZBLNBVhafjoI=

Name: org/bouncycastle/pkix/jcajce/RevocationUtilities.class
SHA-256-Digest:

PeCKtoc5Qo9RiZozJnr8x+OLv/spuEvEIpM1YV6nQFs=

Name: org/bouncycastle/pkix/util/TextBundle.class
SHA-256-Digest: EPVj7H6t0WaaIhw6N09dK1SKwf/vxxv4Q8Pbna76sQc=

Name: org/bouncycastle/cms/jcajce/ZlibExpanderProvider.class
SHA-256-Digest: C7IqRLOtKOgxQH14aNTF/hNXWfmorxG6nqpCJjL9g+k=

Name: org/bouncycastle/cms/bc/EnvelopedDataHelper$3.class
SHA-256-Digest: 5fWCk/7ikSJZhbm52yrTUmdX+hbGdqlkeZTdN69h+io=

Name: org/bouncycastle/eac/operator/EACSignatureVerifier.class
SHA-256-Digest: RCXogfnKYa7D1trxeflcBTX0/Jj543ZR5X0CGQv9bo0=

Name: org/bouncycastle/operator/AsymmetricKeyUnwrapper.class
SHA-256-Digest: Wi32YX8ZmUPSQX9+wk09tp4vO/iA+DZqCjCK76ijq44=

Name: org/bouncycastle/tsp/cms/CMSTimeStampedDataGenerator.class
SHA-256-Digest: cDf79zHgZyvzwvSxJyXWd+8AoArLAuJJx5FlMnjIZ6k=

Name: org/bouncycastle/est/HttpAuth.class
SHA-256-Digest: GVdsaI7YA3kTatuFwIUljDzNGzmkQUdwTrB9WW2BQOM=

Name: org/bouncycastle/tsp/ers/BinaryTreeRootCalculator.class
SHA-256-Digest:
 gvC74LaKM+yPmtyoBdjbTeWMg7I5uxVun3Ar4vL2tE0=

Name: org/bouncycastle/cms/jcajce/JceKeyTransRecipient.class
SHA-256-Digest: 2O/xK81jS15gjNm18X/ydyAB6BQvNV9wKyZcunRnuFU=

Name: org/bouncycastle/cms/CMSCompressedDataStreamGenerator.class
SHA-256-Digest: IAMW8JbPzFjdSU44Sh7NuF6nx7G1Th/DJc/MWnnjjf4=

Name: org/bouncycastle/operator/bc/BcDSAContentVerifierProviderBuilder
.class
SHA-256-Digest: moknza5THuj1UAUxoCXqkgib3ZkmV3pt0xcEvbP+jdw=

Name: org/bouncycastle/cert/dane/DANEEntrySelector.class
SHA-256-Digest: JF9YJqQmDlOdkv7DZW/xAVHXHq6Q3h9uTZTj5cB8tt8=

Name: org/bouncycastle/eac/jcajce/EACHelper.class
SHA-256-Digest: nIP/jyLA6w/LqXXHk18PI4W7otc+77SMKad+h416YK4=

Name: org/bouncycastle/operator/bc/BcECContentVerifierProviderBuilder.
class
SHA-256-Digest: plME1W+FkMLuk1g+lE5moEn9z+CSQQ5Xpv/uaBmDMC8=

Name: org/bouncycastle/cert/crmf/jcajce/JceAsymmetricValueDecryptorGen

erator.class
SHA-256-Digest: fsl39GF69ffXF//tlwElFJisnZhLA33Pqol3BzFMffc=

Name: org/bouncycastle/cert/ocsp/Req.class
SHA-256-Digest:
 JEXLCLoirp26cDYGDvmiNlIuvemsTW/sStmUGfV7aSY=

Name: org/bouncycastle/its/jcajce/JceETSIDataEncryptor$1.class
SHA-256-Digest: ZpkcP7pEvY+XXPY+FgTcEoTnTPzgSImA1dQXxtCLeYI=

Name: org/bouncycastle/its/jcajce/JcaITSContentVerifierProvider$Builde
r.class
SHA-256-Digest: Ja6/lhDuK5xXwfw18ArZFhLD7MscEchswfgQOoWu3BM=

Name: org/bouncycastle/est/CTEChunkedInputStream.class
SHA-256-Digest: MrexVdvtPEm6mk91eiXIyswBrPMPmbRY/xp9bjRpDZI=

Name: org/bouncycastle/cms/CMSSignedGenerator.class
SHA-256-Digest: t0R2NywQJ1yPbPB26E8oVUhCwcOCAo+YRLrYwcqvnWA=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransRecipientInfoGenerator
$2.class
SHA-256-Digest: lrG5HvZ6vEsoaY6qwbSswgTojdshlay3xEQ1WMHFKQI=

Name: org/bouncycastle/est/jcajce/JsseHostnameAuthorizer.class
SHA-256-Digest: gspk5HqjwG4YeTbqgziOENu81I4fzNHrxool3HRvmfQ=

Name: org/bouncycastle/tsp/TimeStampTokenGenerator.class
SHA-256-Digest: dnARlt393gVtCpc9ftdko9lhpKKHtjs8F28o/BYWc7s=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$10.class
SHA-256-Digest:
 U+FuXj22p3vc+cjolrRXMQS9BBAgINiL3nM3JT6cPfI=

Name: org/bouncycastle/pkix/jcajce/PKIXCRLUtil.class
SHA-256-Digest: 9CsQSsaEAM+KImFvnmAEoUpfuMYWfOnB/6qWB6Gj4ZY=

Name: org/bouncycastle/cms/Recipient.class
SHA-256-Digest: phbgxqJkRFA301b4awjPIoYWIPGzLOXt9Tkoym7flxg=

Name: org/bouncycastle/openssl/PEMKeyPair.class
SHA-256-Digest: sxy4JYrWqQy+9es7WXiaMNKOaK1lLpUBlTpUm3iqrS8=

Name: org/bouncycastle/cms/jcajce/JceKeyTransEnvelopedRecipient$1.clas
s
SHA-256-Digest: e/pmBDnxoE7Sr0f2gY2MUIUsYa3y5vUh0xWR4JIAZa8=

Name: org/bouncycastle/cms/RecipientOperator.class

SHA-256-Digest: FC9jetpRdbz0j8ph33I4rsM7hsypOtgMcX0sa2dzF+8=

Name: org/bouncycastle/operator/InputExpanderProvider.class
SHA-256-Digest: dwHur5ZL5PDZ3ow1NJqGzNGn0Awp99mM8uq+hfM1tJI=

Name: org/bouncycastle/cert/crmf/jcajce/JceCRMFEncryptorBuilder$CRMFOu
tputEncryptor.class
SHA-256-Digest: 185uv9n9mb3TeLEck6Dg2M8fIC3DTmOyviJv63srRMg=

Name: org/bouncycastle/operator/ContentVerifierProvider.class
SHA-256-Digest:
 OLcp7LQ8PjUSF3cPSp304iBz95nYqjqbam/pkb7JF7s=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$AdjustedXof
.class
SHA-256-Digest: TfZDZxRrx5JfLsvFOeVLhjGJlZCAAOjVuxjEj28a/0E=

Name: org/bouncycastle/cms/jcajce/EnvelopedDataHelper$JCECallback.clas
s
SHA-256-Digest: /ao++43SacsWowVW+0Qq71NZOwnD8pzbToZToOPjjAA=

Name: org/bouncycastle/pkcs/jcajce/JcePKCSPBEInputDecryptorProviderBui
lder.class
SHA-256-Digest: /Jip8NZQJD3rXIZICqM4Uc9MIBB5lonlgA60mS1GbWk=

Name: org/bouncycastle/cert/ocsp/CertificateID.class
SHA-256-Digest: QWWN44bls5gH0RCZJq/p8WWKJ/JqRnrKi1rpuFRayHc=

Name: org/bouncycastle/cms/PasswordRecipient$PRF.class
SHA-256-Digest: +GC3L3sA69MFsYb2yo0WshBToYMEPHmpNaPGTtAZtsc=

Name: org/bouncycastle/its/ITSValidityPeriod$Unit.class
SHA-256-Digest: 8urKlYOWyTnICrldtDx8hW/G1wLyFsIRSJiC9iX0POg=

Name: org/bouncycastle/tsp/cms/CMSTimeStampedData.class
SHA-256-Digest: cGg8BJ0YE19ElYiDL88OMgHtjDz9J3x7X9zKeDSD9aI=

Name: org/bouncycastle/cert/selector/MSOutlookKeyIdCalculator$GeneralD
 igest.class
SHA-256-Digest: zJkvZbrAH5uHR6EFSZV8djcnTu/AcL1EalzZpaF8mkI=

Name: org/bouncycastle/openssl/PEMParser$X509AttributeCertificateParse
r.class
SHA-256-Digest: t/iXlZde72/2T41S/1BAUW4YQzZSukVJaKeanz2bLp8=

Name: org/bouncycastle/pkix/util/X509CertificateFormatter.class
SHA-256-Digest: 0/mT8YmaGC32abqG1NOsNMmcYy8NT4rK5+rqG+IzVa8=

Name: org/bouncycastle/cms/CMSAuthEnvelopedDataParser$1.class
SHA-256-Digest: RsKVf4N/2/p48O0kjDz494y9/trlrCk5crDWYmAkbhs=

Name: org/bouncycastle/pkix/jcajce/JcaPKIXIdentity.class
SHA-256-Digest: CBqVhdpk+b0sA5Fk6NGyPVJuaq7MbYmUvHcROrRX4xs=

Name: org/bouncycastle/cms/bc/CMSUtils.class
SHA-256-Digest: cjl1IiYsKYaSZivCOsmpDWA+AYMFp9dxeqjXgSM8Gos=

Name: org/bouncycastle/cms/CMSCompressedDataStreamGenerator$CmsCompres
sedOutputStream.class
SHA-256-Digest: 1i6iwvZ4n1GRNzrISOzvtSBy14fRSCK92r6APhEqv+0=

Name: org/bouncycastle/cms/OriginatorId.class
SHA-256-Digest: 6C1MIMrq0wgPcRZA0M0DnmZSik9Xd+VA8elKU2Ozq2k=

Name: org/bouncycastle/cert/selector/X509AttributeCertificateHolderSel
ector.class
SHA-256-Digest: to5VXUo1kYGZFPuuQwEClLG9MfeoO9w6R6kPvVjTs+E=

Name: org/bouncycastle/pkcs/jcajce/JcaPKCS10CertificationRequest.class
SHA-256-Digest: 7PBeJ2dM/jSbrmDlxA2UUmEB3tUjeSlede21nSNygkI=

Name: org/bouncycastle/operator/KeyWrapper.class
SHA-256-Digest: HGrFxSnv2NwujFhRrqsqjywOepuYZb2UdZqcKUHyvUQ=

Name: org/bouncycastle/cert/path/CertPathValidationException.class
SHA-256-Digest: JeocHAP/aYF5/QsAV9qsvd3SjbkdO87oDkDCwjx1q+A=

Name: org/bouncycastle/cms/RecipientInformation.class
SHA-256-Digest: Vg68fljuP8e1Piq5a36XQdFJvOiFwebNHbQKp+wnP+I=

Name: org/bouncycastle/operator/bc/BcSymmetricKeyUnwrapper.class
SHA-256-Digest: QndnEopd9BdeBfDEYtnaHkl+MlOIJV4EzuPxD+El9QQ=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeRecipientId.class
SHA-256-Digest: 0mtBji4B50SSvmip6h4HQ+mg/eSgzQq8zY0LrpABJZM=

Name: org/bouncycastle/eac/operator/jcajce/JcaEACSignerBuilder$1.class
SHA-256-Digest: Num0wyh7+/HaZA89qUYrEylI0BTw0y8e78FmWFd0vt8=

Name:
 org/bouncycastle/operator/DigestCalculator.class
SHA-256-Digest: dfWn3CmLg6otbCobIF/QYVBrcRL+O9cSndQcrEEdqd0=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBEInputDecryptorProviderBuilde
r$1$1.class
SHA-256-Digest: 5C2J/kOtfWfZmaCF+qL1qmsWhjANhbDyNBjs42V4980=

Name: org/bouncycastle/eac/operator/jcajce/EACHelper.class
SHA-256-Digest: qP1BilGvl8yLCPcVs8ZBWkA3oKUpcKW0c1xoJ5w8EmY=

Name: org/bouncycastle/pkcs/PKCS12SafeBagBuilder.class
SHA-256-Digest: 2ePuYIDIoDHnO9G1oVO5jzhITU4d+u1qxGbd/AZaez4=

Name: org/bouncycastle/cert/ocsp/jcajce/JcaCertificateID.class
SHA-256-Digest: 84yIxDwKE2F9DFMsiHQj0cd08ePVkjKFHs8QcfCV/k0=

Name: org/bouncycastle/cms/CMSCompressedDataParser.class
SHA-256-Digest: ar+Y0szIwNwPfck9izcQsChjxYL1fw4GW/QCqVyqqdU=

Name: org/bouncycastle/cms/jcajce/JcaSignerId.class
SHA-256-Digest: KEeSN1KHmPuqGftWZgaLgxZekwI4KRSrsdoagXNgvxQ=

Name: org/bouncycastle/mime/smime/SMimeParserListener.class
SHA-256-Digest: 4KcKchu0fmiHvY3yCC+HWXNpHetB0WTwL5bdTpebzkE=

Name: org/bouncycastle/cert/crmf/CRMFRuntimeException.class
SHA-256-Digest:
/PbOXvOIRQE++8uoBvuP79Y/O2/HzpPOyyVvF3O1CF8=

Name: org/bouncycastle/tsp/ers/ERSArchiveTimeStampGenerator$1.class
SHA-256-Digest: gjFdZHQJpi8hjCXPykBg69MyS/YR4gzjHqaPNyBzNK8=

Name: org/bouncycastle/its/ITSImplicitCertificateBuilder.class
SHA-256-Digest: x6VxA8lLwhYMnGtDg68pGxRCPA3KthIyRQbpl+tr4IY=

Name: org/bouncycastle/tsp/ers/IndexedHash.class
SHA-256-Digest: a7/8vmQDZRuYcnstAYG5FOM8VmBXQn5oH1lg/WCQfMU=

Name: org/bouncycastle/pkcs/jcajce/JcePKCSPBEInputDecryptorProviderBui
lder$1$1.class
SHA-256-Digest: wGk4zJQPAYjGK6tqLZvty/TxVRgfySF+lli2NY/5OXk=

Name: org/bouncycastle/cms/jcajce/ProviderJcaJceExtHelper.class
SHA-256-Digest: lWgSoCpSXdnMoSziwCZ9FWTzl7oK9Q8T4nL+ehzD3rY=

Name: org/bouncycastle/its/jcajce/ClassUtil.class
SHA-256-Digest: WgogM1sY9E6etxcPOhehZxEK/gOfHpN40eQentqvaqw=

Name: org/bouncycastle/cert/ocsp/RevokedStatus.class
SHA-256-Digest: bFtSs2UYZN9nLBx3a4uLL/Kezhk/5O0AsRUH5jkQcR8=

Name: org/bouncycastle/pkcs/jcajce/JcaPKCS8EncryptedPrivateKeyInfoBuil
der.class
SHA-256-Digest: 1dbQDIcB3cATZTE8kGodxC+mCsFg1PiD4Mn8voWaeEA=

Name: org/bouncycastle/operator/jcajce/JceAsymmetricKeyUnwrapper.class
SHA-256-Digest: MnLogqxCAmMXnpf4az9gIcImLVceVYil5s1mDYGXKzk=

Name: org/bouncycastle/cert/cmp/CMPException.class
SHA-256-Digest: LnagJcBXXeOgzPSP1ERU0kxGDecwvMILiqa3n7lgpjA=

Name: org/bouncycastle/cert/ocsp/jcajce/JcaBasicOCSPRespBuilder.class
SHA-256-Digest: ne214iv6PrfcQLe4pxK0rj6uMK7n7mY/j5kQB/re+Iw=

Name: org/bouncycastle/cms/SignerInformationStore.class
SHA-256-Digest: tIhe5KD79pD5lfD7a5D/Q1RhwwuROONMUx1BpOYCT/Q=

Name: org/bouncycastle/tsp/TimeStampToken.class
SHA-256-Digest: tmIx0ZxVN22+14YStkG14/dol8A9YqMilRCsjSgSGbk=

Name: org/bouncycastle/cms/KEKRecipientInfoGenerator.class
SHA-256-Digest: FLGf5vpZdel+qM+iMDNHBpnoi+65CqIQlbiVTyVR8u4=

Name: org/bouncycastle/openssl/jcajce/JcaPEMWriter.class
SHA-256-Digest: OZq4VmpgBBQSq8KXtwbBaAelEsAxYRzslEPRVbcEmaQ=

Name: org/bouncycastle/cms/PasswordRecipientId.class
SHA-256-Digest:
 sB/IDSKqaC932Jlg9WZi/R7wmHdbcXAF8m87VUjT9to=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransEnvelopedRecipient$1.c
lass
SHA-256-Digest: l7/3D426z5wSogLW4rlHRh9lE8NCV124sNda+Mnnj1o=

Name: org/bouncycastle/openssl/PEMDecryptor.class
SHA-256-Digest: xk1XCMxWHYvlMZx1Vfi1FCh6tlcM+IxQRkV4X0UtHoE=

Name: org/bouncycastle/pkix/jcajce/CRLNotFoundException.class
SHA-256-Digest: 3YRO+El/rzJKhc5R7Q/QxsLUiabrRbWEbDJ+mRg2UXo=

Name: org/bouncycastle/cms/CMSEnvelopedData.class
SHA-256-Digest: k3oP0EK1Ovt5C3oU5YR7uWRpOXv+50mCRpFGMQY4pYc=

Name: org/bouncycastle/operator/bc/BcContentVerifierProviderBuilder$1.
class
SHA-256-Digest: 1PCMfhwWxB9Y2oy2oacJeHyrNBj2fD33eG6yGqmkaJI=

Name: org/bouncycastle/tsp/TimeStampTokenGenerator$2.class
SHA-256-Digest: 4foENiVZs0KJaxruQs8pmPAVgYauJ1NuurtYGr5Aa38=

Name: org/bouncycastle/est/LimitedSource.class
SHA-256-Digest: KimK6ZCEh26L0y/UVym0lV+FQAgHjROZmMhZjFYLkYw=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$21.class
SHA-256-Digest:
 7MzBSHXyuxDl4GyCE3lmBmwMx5tFICR2xjY/o4XcIts=

Name: org/bouncycastle/cert/path/CertPathValidationContext.class
SHA-256-Digest: WBfcvI4uzvzfLiHNeT/X+y1zGhVTob/zm/ZUjGY5MX8=

Name: org/bouncycastle/est/ESTClientSourceProvider.class
SHA-256-Digest: 4eZhWAW9WbHra1M/8OXopSj7+F+AaTUYKnQd2sUgJAc=

Name: org/bouncycastle/openssl/bc/BcPEMDecryptorProvider.class
SHA-256-Digest: kMkVqwTwN5MNTDdWZPG3mmxPqQ68ZTXY6bdRwREavpY=

Name: org/bouncycastle/cert/path/validations/CRLValidation$1.class
SHA-256-Digest: gPkLOX8EKpcMbwyOzuK16eKnH1ssppea7CZFlGNAda0=

Name: org/bouncycastle/operator/bc/BcEdDSAContentVerifierProviderBuild
er.class
SHA-256-Digest: 94rTg7Zxz5g7ib8u5AprtJWxHF/7Py05hNac1yvIKw4=

Name: org/bouncycastle/operator/ContentSigner.class
SHA-256-Digest: PW/Q0C8zHHaptRd4ZFWZjFCmsBPeTnSoOK9yHIBAkb4=

Name: org/bouncycastle/operator/NoSignatureContentSigner.class
SHA-256-Digest: yC5vrzkRzml05xzSIdPQTBg/XL7gGbSDy4sNbiUwp7c=

Name: org/bouncycastle/cms/PKCS7ProcessableObject.class
SHA-256-Digest:
 4BJ3zqARnCZ2YtfN9fMvYzmPbtP0dtl3dNG+VAkPnu0=

Name: org/bouncycastle/eac/jcajce/JcaPublicKeyConverter.class
SHA-256-Digest: c9pWC8yAV8gE1xLMIfj0XrY9gXzC9xpOlyYT5cZ8SLU=

Name: org/bouncycastle/cms/bc/BcCMSContentEncryptorBuilder$CMSOutputEn
cryptor.class
SHA-256-Digest: ff8+LolG4bhvTZfuIv2JaK+TNyJv7B+K1hDDQNDqFo4=

Name: org/bouncycastle/operator/bc/BcAsymmetricKeyWrapper.class
SHA-256-Digest: uM+SekAnjmdQ3B9qsGOiKaDmjQHxSCpwCWeDdDe+vfQ=

Name: org/bouncycastle/cms/KEKRecipient.class
SHA-256-Digest: wTZcIrm29euqz2xvHD1kWRcFbD6EW/CojKzY9TGLKyo=

Name: org/bouncycastle/operator/jcajce/JceInputDecryptorProviderBuilde
r$1$1.class
SHA-256-Digest: ONmnGXoYzV3j90asSZf8kgUwjJmn2o5Y7JoUNzvhzC4=

Name: org/bouncycastle/mime/smime/SMIMEEnvelopedWriter$1.class
SHA-256-Digest: ICYFHPVlYl2l7OPoMcA58AzbH9JeOrBG2oNJzxPoSqA=

Name: org/bouncycastle/pkcs/jcajce/JcePKCS12MacCalculatorBuilderProvid
er$1$1.class
SHA-256-Digest: OZYHHXkmaQ6ZYXEPsICh5opeT2zr+UQtYdxUJwTmD+g=

Name:
 org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoVerifierBuilder$P
roviderHelper.class
SHA-256-Digest: fzb0i4FT1MASamDrYEa7FNgl+ZfmE01jXE17JlT2dOM=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er$2.class
SHA-256-Digest: aL8obwFByPh3m6QSPJj+6IwTstorjL5PExhuzCYGl8E=

Name: org/bouncycastle/mime/MimeParserListener.class
SHA-256-Digest: i6iGt1/tt+OS/W3psuclnRUJ5cB7M0/0bcqsN8WjqAU=

Name: org/bouncycastle/cms/CMSEnvelopedDataStreamGenerator.class
SHA-256-Digest: kMgPqJcIiSGov90aoZoJnmdWAdSzb/icYGiOM047N5U=

Name: org/bouncycastle/cert/crmf/bc/BcFixedLengthMGF1Padder.class
SHA-256-Digest: yGZiydjgC/WAXwifByqOLaPCAc3qbcl0EFGT5FWy364=

Name: org/bouncycastle/tsp/ers/ERSCachingData$CacheIndex.class
SHA-256-Digest: fGyucLcogJDAUotbBoau3JD1yCd+l5mKkX+iByi/Gzo=

Name: org/bouncycastle/cms/jcajce/JcaJceExtHelper.class
SHA-256-Digest: MGBjVjYfQt3XvgJxmBO8awmmhShzgewNjQtqYZ1yhUs=

Name: org/bouncycastle/openssl/PEMParser$EncryptedPrivateKeyParser.cla
ss
SHA-256-Digest:
 /XDHPFZ8Bn+qaIT9XQKr2VWWZwVtHlZoP9tEyQtc6Is=

Name: org/bouncycastle/cert/path/validations/CertificatePoliciesValida
tionBuilder.class
SHA-256-Digest: O0f37fPOAZwNhB/UUN3m1pLG8wzDJ8FDhDkvTkcenRw=

Name: org/bouncycastle/cms/KEMRecipient.class
SHA-256-Digest: U3JwyADfKocR9UgugdPVzsr9gDaWehMOAg0gQwbkTfE=

Name: org/bouncycastle/pkcs/PKCSUtils.class
SHA-256-Digest: r9favggiVmJa+UquSQDmSdUmFswcr6vqsxs4fpsR+1k=

Name: org/bouncycastle/cert/crmf/jcajce/JcaCertificateRequestMessage.c
lass

SHA-256-Digest: kwZmsaAxlN2/Sxtu4Zq8y6uXrOhUmJyzDFw+XAupVd0=

Name: org/bouncycastle/operator/DigestCalculatorProvider.class
SHA-256-Digest: 7QLmabaWM/RmZkADOVdOqr7QgCeeFm0j9sF0rjcK3hs=

Name: org/bouncycastle/cms/jcajce/JcePasswordRecipient.class
SHA-256-Digest: sCdQIYwPofLIiqMNEtyHw42dEeZrRqyH8Mw84liXLfI=

Name: org/bouncycastle/operator/InputAEADDecryptor.class
SHA-256-Digest: uejWcooguXWiEadIOHiOs3KQdX1slpBFxemSww0IxCg=

Name: org/bouncycastle/pkcs/PKCS12PfxPdu.class
SHA-256-Digest: UZyO8A85IsQjXh0DpV0QoJgdG/5bpt6IPvjTWFszLio=

Name:
 org/bouncycastle/cms/MACProvider.class
SHA-256-Digest: C8rOaNbPISQ4HnsinWEjFQ9jnQjUpuT0VyA1nN27y5k=

Name: org/bouncycastle/cms/CMSEnvelopedDataParser.class
SHA-256-Digest: l6iHcFPzs0w2j1P/D6agacOcjBbcM/6Iy5Ne2KmsFpA=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoGeneratorBuilder$
1.class
SHA-256-Digest: gJ3G1piYx3iS2JBJoHrTAJwkeziJLAgIZD+ImdLm9gQ=

Name: org/bouncycastle/its/ETSIKeyWrapper.class
SHA-256-Digest: y3nDdSVWDv45lStXKQYX2Tp81CjHjYbBpem0s8TKKSo=

Name: org/bouncycastle/operator/bc/BcEdECContentSignerBuilder.class
SHA-256-Digest: 5vNJ9gyp9P5bfNOKNXDprXZbB2UpLBMjBKYoEQvkn40=

Name: org/bouncycastle/cms/KEMRecipientId.class
SHA-256-Digest: 05PgoszIKuORbmp8QWIe9iIn0b6O5ZkjXxeLbCYdasM=

Name: org/bouncycastle/cert/crmf/CertificateRepMessageBuilder.class
SHA-256-Digest: Ny/E6xmHQHkBIFsy5Nq3LdqDqbU/vRd0VeGNy/wTlyQ=

Name: org/bouncycastle/pkix/jcajce/RFC3280CertPathUtilities.class
SHA-256-Digest: y2edI+F5WBvsgVRLjWq0X0563dY1tvGTPzV/BoGEVjE=

Name:
 org/bouncycastle/operator/ExtendedContentSigner.class
SHA-256-Digest: Vh6w4cfcJAQd+2PEcvQj1PFNvWqrQ0SJCcE810j7Nsk=

Name: org/bouncycastle/operator/bc/BcContentSignerBuilder.class
SHA-256-Digest: Hd7saQFQw5tWrJOAswvq+3oTIDRemEz8m+qVyJEMhUw=

Name: org/bouncycastle/pkix/SubjectPublicKeyInfoChecker$Properties$2.c

lass
SHA-256-Digest: awdfBPlxBchRWyJBb4xql6iSmQhci26wYuCk+jo+NOg=

Name: org/bouncycastle/est/ESTClient.class
SHA-256-Digest: dVttcnysB5cMQDoqJOzLPj6KPaj/bTJCh1u73IJNRPs=

Name: org/bouncycastle/mime/smime/SMimeMultipartContext$1.class
SHA-256-Digest: 6Dw1AYfyHqsFBbREzRdaU9BnUEuLNfBBmilX1xQ4T6E=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$9.class
SHA-256-Digest: 48I2MfEnRLfBM3F/QDsIHyVGNJ+YYgk+VH4runH5nQk=

Name: org/bouncycastle/operator/OutputAEADEncryptor.class
SHA-256-Digest: yUx55Vn90pRXmPHKBe/y+kuugzzT08sE837StKg+JX4=

Name: org/bouncycastle/openssl/PEMParser$1.class
SHA-256-Digest: /PFAYVaYFpdriXIHB0ftoe1K4B+WK9KcHLXEsgL2vZM=

Name: org/bouncycastle/cert/path/CertPathValidationResultBuilder.class
SHA-256-Digest:
 KUraF1CmE/Ve4IJEknU4uLwJpziCkHW5WzWOa+KTZTw=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeRecipientInfoGenerator.cl
ass
SHA-256-Digest: c3f21/uOJVoKr1sqOmO8ZEp+35t3rOJY+YwSHxdlEVU=

Name: org/bouncycastle/cms/KeyTransRecipientInfoGenerator.class
SHA-256-Digest: E9JHh8MQ7YvyQByPIUEOu0aKinb2chTCSXwlM/5SAlM=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$7.class
SHA-256-Digest: 6FLtg209pTuO0QCtDfBIBJI8+7amV2wb2SO9VF9y414=

Name: org/bouncycastle/its/jcajce/JceETSIDataEncryptor.class
SHA-256-Digest: KlNVfKI2ZawglgdJBBVfrvEvyBnAEbXBdD8w6sd4io8=

Name: org/bouncycastle/cms/jcajce/JceCMSKEMKeyWrapper.class
SHA-256-Digest: Nj/FQbKhaTLR2ZD4Q+p/sba58FiIDR/AnZlGJLRuEVg=

Name: org/bouncycastle/its/ETSISignedDataBuilder.class
SHA-256-Digest: lNKQy5O0QhmpQvx/RY2bS2lv5SWGobvhijvio7t4Qq0=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8DecryptorProvider
Builder$1.class
SHA-256-Digest: waZNPjHkF+iBIUdnzwul8CXcUoC+Z4+PyFdrE9x+XJo=

Name:
 org/bouncycastle/pkix/SubjectPublicKeyInfoChecker$1.class
SHA-256-Digest: Auxw57rqhXbWf6geYlwLoaf3qPWbqmRww4Pm19CkWeA=

Name: org/bouncycastle/pkcs/DeltaCertificateRequestAttributeValue.class
SHA-256-Digest: aZUoGwy9uzaZ4FE/L3xtBy3iIYAyVGeBw0ewl9oatzU=

Name: org/bouncycastle/pkcs/PKCSException.class
SHA-256-Digest: vuUDNz4z/d7ObHd99hUyYDOXpVdqlNC1HJiUnLTWvCI=

Name: org/bouncycastle/operator/jcajce/JceKTSKeyWrapper.class
SHA-256-Digest: TzzjVcPkjvCSvzFg9GHo/M/9qHkBffr5ItD94KG9eoo=

Name: org/bouncycastle/operator/DefaultSecretKeySizeProvider.class
SHA-256-Digest: B+4jsKXorI4CsxwSegAlghzbTEWbpKHC3dZUn492RMw=

Name: org/bouncycastle/cert/crmf/jcajce/CRMFHelper.class
SHA-256-Digest: yzQkakrkYBG83mQON7fDqHAkZTGRL/g788ComdY/+cU=

Name: org/bouncycastle/cms/jcajce/JceKeyTransRecipientId.class
SHA-256-Digest: 0NB3Xm8bNOZSZiDir0af/aEwocB1QRMs0seGpyWeizo=

Name: org/bouncycastle/openssl/PEMParser$RSAPublicKeyParser.class
SHA-256-Digest: /ASWt/uuGZodG7dC2p/0J1fuk04Zp4mygALnVpPQg6A=

Name:
 org/bouncycastle/tsp/ers/ERSException.class
SHA-256-Digest: 1r/81wPKjUOS+QphHGeJEX8vWjwtWWsAk9xOHYURR1g=

Name: org/bouncycastle/operator/bc/BcAESSymmetricKeyUnwrapper.class
SHA-256-Digest: qfQxXGGRkpBb84RXwFIa3N3QSJoD/u+ocUEtyn5u7IU=

Name: org/bouncycastle/cert/bc/BcX509v3CertificateBuilder.class
SHA-256-Digest: ZTRyCiB53SZpntzDpnBZpdQ6EcHFMBcFI8OiYLtjLSc=

Name: org/bouncycastle/openssl/jcajce/JcePEMDecryptorProviderBuilder$1
$1.class
SHA-256-Digest: sJZymJ4WodFuhrUZrT0IkXjWRW9UxHUl42BKTYg4eUg=

Name: org/bouncycastle/cms/bc/EnvelopedDataHelper$5.class
SHA-256-Digest: vJU8oMjhRIXrDyn9dnyrpeqDraxBR4iHAFUo+Nb2u94=

Name: org/bouncycastle/its/jcajce/JceETSIKeyWrapper$1.class
SHA-256-Digest: pCvqXwmXwWZIlbD1yC3442JcdJMLVBWCU2Bre8/zFog=

Name: org/bouncycastle/cert/jcajce/JcaX509ExtensionUtils.class
SHA-256-Digest: UbHxuFPljxdNfGDoNKf13L88gvT8vkOek/2VjlurCvQ=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoGeneratorBuilder$
NamedHelper.class

SHA-256-Digest: J496b+FoXvdJ3qkezd1RODMDtPADaUKBu3RUxU5gD8U=

Name:
 org/bouncycastle/est/jcajce/SSLSocketFactoryCreator.class
SHA-256-Digest: 7Kc+Ga6yzJBP7ty7Az0LkpejLiQ0N9OT1/UegDND/ks=

Name: org/bouncycastle/mozilla/SignedPublicKeyAndChallenge.class
SHA-256-Digest: 1J8DtyoSyk+6X4GmnQD0V4uJZgauC5nNii17Pgqzia0=

Name: org/bouncycastle/operator/OperatorStreamException.class
SHA-256-Digest: cPVkQn8w0Gy9DBXnWQmemKM0tqWOSpYK+DzAhZNSjwE=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBMac1CalculatorBuilderProvider
.class
SHA-256-Digest: ckplwabRVkHYz0d2WH6ZULeBXR+ulrfGc2d0tf1hoqA=

Name: org/bouncycastle/cert/crmf/Control.class
SHA-256-Digest: HaTkwzCn/6lkTIc2T85BhGG1W0dCeukMWYgV8n8QJNA=

Name: org/bouncycastle/cert/CertUtils.class
SHA-256-Digest: +JOmHKz9O/MK5GvGMEXqF6ab/jTb1Z3aWQOkpJc/3xU=

Name: org/bouncycastle/pkcs/jcajce/JcePKCS12MacCalculatorBuilderProvid
er$1.class
SHA-256-Digest: U/bYmdgjytRtiD5/gGNJs+bIWs5ka2HCyPXO3h53ylw=

Name: org/bouncycastle/operator/bc/BcDigestProvider.class
SHA-256-Digest: LcgBGqH4qvUu6XIuwml0rI5dSv8nNSiwnv6c6zNNj+k=

Name:
 org/bouncycastle/cms/RecipientInfoGenerator.class
SHA-256-Digest: yVjVxSzD5jmJRmE+IisHSCzLT1TItBEwifi3716MRDQ=

Name: org/bouncycastle/operator/jcajce/JcaContentSignerBuilder$1.class
SHA-256-Digest: asB5Aqdlm9F9a3O8RQZJb53jC7ibFpSF68rHp1X1wLQ=

Name: org/bouncycastle/est/ESTAuth.class
SHA-256-Digest: rhsNDwdHSYAaQvRPPZ3GbwHIh535a1GFJdjHJzcdmxA=

Name: org/bouncycastle/operator/bc/BcECContentSignerBuilder.class
SHA-256-Digest: 7oZRZ6VIr+Vu6Mvc/Oqzp8f/sV40ixe9x7RRuad5hQ8=

Name: org/bouncycastle/operator/bc/BcContentSignerBuilder$1.class
SHA-256-Digest: 70j2R1xlJpgq9nEI715bUXi326WL8BpYwjX6o0XwGPg=

Name: org/bouncycastle/pkix/util/filter/SQLFilter.class
SHA-256-Digest: jNz1aYvx1/LPw1aes9QGtZo6bnBzJ4nNSYoukj8EOlc=

Name: org/bouncycastle/pkcs/jcajce/JcePKCS12MacCalculatorBuilder.class
SHA-256-Digest: YeA0kHmbibM5lh8TnujE0824zACZUtdt7Ywb5m+t5FY=

Name: org/bouncycastle/cert/crmf/PKMACValuesCalculator.class
SHA-256-Digest: Nktbo4BPs5gqdwtbPwOmXpnBZn3K6iZJVP2FTa658nI=

Name:
 org/bouncycastle/pkcs/PKCS12PfxPduBuilder.class
SHA-256-Digest: XmjUd4LiIycoJ4OZemqDaz5A5M3rG9/76Gkfd3Cqkxk=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoVerifierBuilder$H
elper.class
SHA-256-Digest: DdAwzcUKvEP1w6ch5LsO8swRbsa+xRrdAxN+/TW7fno=

Name: org/bouncycastle/pkcs/PKCS12SafeBagFactory.class
SHA-256-Digest: fvfPyzKjEuZTQvtQfS9PBcKj7bCKoZQANqJB2JqosV0=

Name: org/bouncycastle/cert/ocsp/OCSPRespBuilder.class
SHA-256-Digest: 9qS2zJqETyieNEg7W65bKRrtbjEUjwJJBKIh1psCkNo=

Name: org/bouncycastle/operator/GenericKey.class
SHA-256-Digest: 7bZpdouNq0CrHNZb3s2vtKCQgw4HFyclpHGW2WX5NKk=

Name: org/bouncycastle/operator/jcajce/JceSymmetricKeyUnwrapper.class
SHA-256-Digest: m/307MnbznBAxTW7O7Hr9+yIKg7YsyDCp3S+WU+KAyc=

Name: org/bouncycastle/pkcs/bc/BcPKCS12MacCalculatorBuilderProvider$1.
class
SHA-256-Digest: wJDjmmnNcQW8/A1qw9xLqGVyh4cf7Mg25QCf/Za8AVQ=

Name: org/bouncycastle/est/ESTHijacker.class
SHA-256-Digest: A3JPhOGGdsdSNOZBXYxiaiTwYuxs90twlBVd0OvR4sM=

Name:
 org/bouncycastle/est/TLSUniqueProvider.class
SHA-256-Digest: 7TbuScXfa69B681kSw3VvWlzkTnCkoxEjwnJPeC6hMk=

Name: org/bouncycastle/cms/NullOutputStream.class
SHA-256-Digest: Vlpo/HjAlFV/h71XfU/dcnXk6IDm+yLXqWMTAfDwi/Y=

Name: org/bouncycastle/cms/KeyTransRecipientInformation.class
SHA-256-Digest: C5CBHwV1EEknfP9ZWwoF9kaoR3PNjtfg20HecdMRIxI=

Name: org/bouncycastle/cms/KeyAgreeRecipientId.class
SHA-256-Digest: UF/VLeLxmdd/0ZHnNj+EwhewyM1fIT589tRVdsdckMY=

Name: org/bouncycastle/operator/jcajce/JcaContentSignerBuilder$2.class
SHA-256-Digest: tHVs67M0ZrpF4EdUFJG5a/KJDq4eu2a89BbpPXm+WQs=

Name: org/bouncycastle/operator/jcajce/OperatorUtils.class
SHA-256-Digest: ZBh4Ht3Y5PsLeq8PsbBvgXcNVqsJNcnWuzgFNh5xcc4=

Name: org/bouncycastle/cms/CMSRuntimeException.class
SHA-256-Digest: y4u4MMXW09uEUlg63MTRm88mih6jDPre1jfVWpX9A9s=

Name: org/bouncycastle/cms/jcajce/JceAADStream.class
SHA-256-Digest: z0O+wCOdhXk1vi+uPKLLXgi6HxH4kqkDHGfFA4fa6+I=

Name: org/bouncycastle/cms/CMSEnvelopedHelper$CMSDigestAuthenticatedSe
cureReadable.class
SHA-256-Digest: K/FPKmb8WSRHbtWqTyOIk/vO8S8GRED/VNycH+LQtag=

Name: org/bouncycastle/its/operator/ITSContentSigner.class
SHA-256-Digest: WfbGPW6BBzZ3G0Tvl2OJfbYYLlf8m8RDIuu4umpHnSg=

Name: org/bouncycastle/eac/jcajce/NamedEACHelper.class
SHA-256-Digest: wlzY4SGsRa/K8TISMPv60KoD74izZmzqSzz6EnBXbjI=

Name: org/bouncycastle/est/CACertsResponse.class
SHA-256-Digest: RE+elN8hctyj+LNfOPj7yfpuUyjaCJisxvkq3qvaLX4=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er$CompositeVerifier.class
SHA-256-Digest: 0ovdFGABl4tMDlAXuEYjEv6GAsOPaA32Rceu40II/Ho=

Name: org/bouncycastle/cms/CMSAuthenticatedDataGenerator.class
SHA-256-Digest: ZWlZ9shpUTdYVBTd3CVTSqYwCzpH7yc3nlyAKdbqsAg=

Name: org/bouncycastle/cert/selector/X509CertificateHolderSelector.cla
ss
SHA-256-Digest: VI8H5M6hJR3NgLfhqshlMMRbG1LGvHHo55FglAv0Cvo=

Name: org/bouncycastle/cms/CMSPatchKit$DLSignerInformation.class
SHA-256-Digest: 8UGxdq73ocRuGhvNdneS1oN+uLQrbzuOldeUT8MC+xI=

Name:
 org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoVerifierBuilder$N
amedHelper.class
SHA-256-Digest: X6LfZRu3ULC+7R5w88R0LgZLO7WPr6LJnzuwWi39bQk=

Name: org/bouncycastle/est/jcajce/DefaultESTHttpClientProvider.class
SHA-256-Digest: Os2iumdeFdMA3MPOXf93AEtOZzT5v3uJgKraEQvsNm0=

Name: org/bouncycastle/cms/CMSAuthenticatedDataStreamGenerator.class
SHA-256-Digest: 12LJQifJyJyNndy0CoT7PK1UtPG114tBaVpqKSM5m/c=

Name: org/bouncycastle/cert/jcajce/JcaX509v1CertificateBuilder.class
SHA-256-Digest: XWmxXQepyscTWBnXm7/t4erzd05+WJXQGm3P9zDLlsA=

Name: org/bouncycastle/operator/SymmetricKeyUnwrapper.class
SHA-256-Digest: yVMqCwCnwrGfPxvyLc51uX567jIRWSbK35xou1FTUDE=

Name: org/bouncycastle/cms/CMSContentInfoParser.class
SHA-256-Digest: A3o1ylTHnWjx875HBC+g8JXwgOphRQ1/4Fo3BIiGkw0=

Name: org/bouncycastle/cert/crmf/jcajce/CRMFHelper$1.class
SHA-256-Digest: nGoaYiAX1kAOiRXaBGNnWZdPmvGgCejVTDpfv94E8eA=

Name: org/bouncycastle/its/jcajce/JcaETSIDataDecryptor.class
SHA-256-Digest: DGFWXOpFqZzhQySSYy7fIBKnQndK7beBEMXClVBr5Hw=

Name:
 org/bouncycastle/cert/crmf/CRMFException.class
SHA-256-Digest: H4f59AdnOkXnaXwY1E9JBp3Kyfg8/1z0BtcpNDm9Xbg=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$24.class
SHA-256-Digest: Emwm13Y4+cLFK9VManPQKj3GRMVjnnDyGGxHGg1FdwI=

Name: org/bouncycastle/cms/CMSEnvelopedHelper$CMSDefaultSecureReadable
.class
SHA-256-Digest: fRDaYzjCQxaAAn+1MHLQ5wKRsnfUnzM/rB9+sdRTsyU=

Name: org/bouncycastle/its/ETSIEncryptedData.class
SHA-256-Digest: l5NUXUKL3aBCO2jmzrk8WD8CbQd6bsa2DozWQUvsHl8=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$6.class
SHA-256-Digest: cWPOdTwAujC5GgaeM/p7u6XJ1wCEwXXK0dizLZpeZ3o=

Name: org/bouncycastle/mime/smime/SMimeUtils.class
SHA-256-Digest: GpPz+6yE0uXmgc1A3xR0nr/1acAQhPPyWDDGyq455lw=

Name: org/bouncycastle/cert/path/validations/CRLValidation.class
SHA-256-Digest: kVQWvThh5CUxcMLo9TdxGrSJcGqmUx0VBXcq6VSZKBk=

Name: org/bouncycastle/tsp/cms/TimeStampDataUtil.class
SHA-256-Digest: PCWdXTaZcj9+APthfN0AfWNe0dGS6DfY1xZqxQL9TgA=

Name:
 org/bouncycastle/cert/path/validations/ParentCertIssuedValidatio
n.class
SHA-256-Digest: s25yjVA5VII6T9jo650IAWdvl4LeQUcvjK5dRoK20CA=

Name: org/bouncycastle/cms/jcajce/JceKeyTransAuthenticatedRecipient$1.
class

SHA-256-Digest: Rd5CoDcjJoJkW0N9UE+iUknuvcBec41S6nabzMdfneM=

Name: org/bouncycastle/cms/CMSProcessable.class
SHA-256-Digest: +2kxWhQOvS0rvl3tRa0hFjjirZpGDTP1+owRgqn1yWQ=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoVerifierBuilder.c
lass
SHA-256-Digest: FGf4MgmA2Lx7rotInRahWoGtMCS8PGF8F9JWeWP/q6k=

Name: org/bouncycastle/operator/DefaultMacAlgorithmIdentifierFinder.cl
ass
SHA-256-Digest: 2J8/VJRxnpwQohcs9gDV28PKslF4uukIIy5kbvLQWx4=

Name: org/bouncycastle/pkcs/PKCS8EncryptedPrivateKeyInfo.class
SHA-256-Digest: EuVLjUWY+byMIMduPvznapsRrqoLN7sPf0WmYphOTPw=

Name: org/bouncycastle/cert/jcajce/JcaX509ContentVerifierProviderBuild
er.class
SHA-256-Digest: 8joum8uc8C6b95S1lDVhleM4gO0YF8cNNQk/BW09vJU=

Name: org/bouncycastle/pkcs/jcajce/JcePKCSPBEInputDecryptorProviderBui
lder$1.class
SHA-256-Digest: v/FNcYLZ203iNfJbxo6MKQuZWN7RxRyWOp1a22D/FnA=

Name: org/bouncycastle/cert/bc/BcX509ExtensionUtils$1.class
SHA-256-Digest: c9iEeFIEY6X8dRTo1rX9sDyVOU50zOekbyVSPqwZuJs=

Name: org/bouncycastle/cms/CMSDigestedData.class
SHA-256-Digest: 2+Tm/qdsLh5UXGit3vRDi3bze78K+kN1WoO/jfEZjtI=

Name: org/bouncycastle/operator/OutputCompressor.class
SHA-256-Digest: OoTGJARnqSyrJoSt2n8eKlBj8U9EM55MoEqUAU43bRo=

Name: org/bouncycastle/cert/crmf/bc/BcCRMFEncryptorBuilder$CRMFOutputE
ncryptor.class
SHA-256-Digest: 87x+CzAPVy9CISFkr4QHd8+yPjD+n7heWoUAmWOyK3E=

Name: org/bouncycastle/its/jcajce/JcaITSPublicVerificationKey.class
SHA-256-Digest: bOOnKqIm6dVllqVG3DCygf2GC+oxjLaK3TwHG+bnujE=

Name: org/bouncycastle/tsp/ers/ERSInputStreamData.class
SHA-256-Digest: anGjX4Pkpmn97XkFR+DTkkRpMf6PBhKEp13xFVDbF28=

Name: org/bouncycastle/its/ETSIRecipientID.class
SHA-256-Digest: ZPwU35RV0F5owHk4U3eFWyaiyyYtVb1fYlVmVezSh/4=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoVerifierBuilder.class
SHA-256-Digest:

3LigJ1sdYG3pn6LGBlYEKL3BMsqsfZdvLFqkqzqvLWM=

Name: org/bouncycastle/pkcs/DeltaCertAttributeUtils.class
SHA-256-Digest: R4aKGOr83O+Uw/gedSFBJfcrMQyrE24vgkJuDlzuHXI=

Name: org/bouncycastle/operator/MacCalculator.class
SHA-256-Digest: NH+eDttnbBSH61YwW/5PtyI+2hc0XidzIoYHamvQKtc=

Name: org/bouncycastle/cms/CMSTypedData.class
SHA-256-Digest: 6bEfB75uGeL2YLIFxKYkHjliFF7IVSRWtPDUbXgvStM=

Name: org/bouncycastle/cert/ocsp/OCSPReqBuilder.class
SHA-256-Digest: rTJ7XJZu65OUn02zFIIa4vjES9Y1ie73x6sGp4VzVZQ=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$5.class
SHA-256-Digest: BYhB45Kn7w5h3PWWMCPolOapgcuPyoyZlHAn7wHIS8c=

Name: org/bouncycastle/cms/CMSEncryptedData.class
SHA-256-Digest: u038pTPzgOOSgBc/N0FE8/OGeq45jbj1ovk/LqGfVRA=

Name: org/bouncycastle/cms/CMSSignedDataStreamGenerator$CmsSignedDataO
utputStream.class
SHA-256-Digest: aLCgEtfm8FnlBVX5I567sgbtZHpYdpDQpeCQcpLCxRk=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$23.class
SHA-256-Digest:
 /m6qCARGQ6OJBQV1a/AwdcHt+5yWrV8RScpQWb7bXvQ=

Name: org/bouncycastle/cms/CMSAuthenticatedData.class
SHA-256-Digest: g68TL8679g6yrN+swMLncYF0LnMRzY1dInI5AM03rMo=

Name: org/bouncycastle/tsp/TSPIOException.class
SHA-256-Digest: VZuF/JwM1HTeUCxAI73Zmd+Yu+2yRpSEoIkcCmuSow0=

Name: org/bouncycastle/est/jcajce/JcaJceUtils$1.class
SHA-256-Digest: JMyOwU4ETQNj3KZt1iiaCurSSg/PQrDg6PWj33ezdrU=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$1.class
SHA-256-Digest: bLlRf9Ks4K14pHiJYG4t/G4kNEgI75nOQ6jBh7KUrB8=

Name: org/bouncycastle/cms/bc/BcRSAKeyTransEnvelopedRecipient.class
SHA-256-Digest: nanD1zZG5PR1EbXNB6Hv8AvryidnJYJVeI8KeXjWdh8=

Name: org/bouncycastle/cms/jcajce/ZlibCompressor.class
SHA-256-Digest: UfYJFWokoiXhJGfmDq2LF433Hc5230G4bMODQR9nkig=

Name: org/bouncycastle/operator/bc/BcContentVerifierProviderBuilder$2.
class

SHA-256-Digest: 3TqikeZyo+kgvpXP54GC2peGooEd9Heu/JFzfCUcHSg=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBEInputDecryptorProviderBuilde
 r.class
SHA-256-Digest: iHKS6K04VezXRe+ZA84aU43LGiR0DKvv6neA8Iv2QVY=

Name: org/bouncycastle/cert/ocsp/OCSPReq.class
SHA-256-Digest: qlxUO871IP/MwtNhksOi7IW+c9RJB2VnkohzX1CAH58=

Name: org/bouncycastle/cms/bc/BcCMSContentEncryptorBuilder$CMSAuthOutp
utEncryptor.class
SHA-256-Digest: LOA1izIxtuokL/4SbVnWDQxoEAyV1nQW+ILkIbhgMWc=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$4.class
SHA-256-Digest: qmngtTrHV8fnDf5lh3qfAzASFvu+oIrm1Z7DbN/BceM=

Name: org/bouncycastle/tsp/ers/ExpUtil.class
SHA-256-Digest: Kq9AdS/yucwv9Xv1bSOdcb7A/+WZe1xksH932A5ZUkM=

Name: org/bouncycastle/pkix/jcajce/PKIXPolicyNode.class
SHA-256-Digest: hxnhLtkVKJUNE6Ea6HGkoDYvBES/NLdC8JsVxArWG6s=

Name: org/bouncycastle/its/jcajce/JcaITSContentSigner$Builder.class
SHA-256-Digest: mfkfaWMubmvCR3d+USddXW1GnhnZJ2zEbdSA+5XQe9E=

Name: org/bouncycastle/openssl/jcajce/JcaPKCS8Generator.class
SHA-256-Digest: piihySKNwg5Dm7Z1ZKN7MI8W2W6psQMAeK9+BNlB8aQ=

Name: org/bouncycastle/cert/cmp/CertificateConfirmationContent.class
SHA-256-Digest:
 Nr92qqZxtrViJYHGY6kTsZyp7Ffch+h4RdI8zxAcznM=

Name: org/bouncycastle/its/jcajce/JcaITSContentSigner.class
SHA-256-Digest: NuJ6MaTRrQQ2otXg8jHiEIXfnFYy844vjPlrXcofjDo=

Name: org/bouncycastle/cert/path/validations/ValidationUtils.class
SHA-256-Digest: UIpkE/sZaeNKZ0eGrfO5xmA8ww3y5on0Lcx7ozquVsY=

Name: org/bouncycastle/cms/jcajce/JceCMSContentEncryptorBuilder$CMSOut
Encryptor.class
SHA-256-Digest: BAJH4jHbfa6XC/b2u57Q1OgmnArjThgJwodUpPZPlno=

Name: org/bouncycastle/dvcs/VPKCRequestData.class
SHA-256-Digest: nD2PgqKpI9ecjHcXqrbLo6yShg7nm71H6M+9nivzA8E=

Name: org/bouncycastle/cert/X509AttributeCertificateHolder.class
SHA-256-Digest: tHiJ4TQlvsGCbxfJUlqTgn4sV5kFMJQ3lMzg/lvzbDo=

Name: org/bouncycastle/dvcs/DVCSRequest.class
SHA-256-Digest: JP5ZtOXZ3qX48x+9wFzS0IdLH2WURqeK681xDcRmPfA=

Name: org/bouncycastle/est/ESTService$2.class
SHA-256-Digest: Rn+6kDCSVaq+GmjU4+UzVrN6YH1O9C9ScHJ/AI8LLzw=

Name: org/bouncycastle/cert/jcajce/JcaX509CertificateConverter.class
SHA-256-Digest:
 BMSKScClq/RVpebVoWALltr5DfbwPi8RA7UUxbim0ro=

Name: org/bouncycastle/cms/jcajce/NamedJcaJceExtHelper.class
SHA-256-Digest: C6fLeP8/ow1ihd4ZtX7XGlQaJQ5ZmkqU6INOCz9SYhk=

Name: org/bouncycastle/cert/crmf/jcajce/JcePKMACValuesCalculator.class
SHA-256-Digest: pn+3tqxmTbWNSGAFXJCr8Y83A4vzJ2TMf5+4gVtAV+s=

Name: org/bouncycastle/cms/PasswordRecipientInfoGenerator.class
SHA-256-Digest: GiNwzuXogKgqpt0Gb4DAGl5YIPxlRuCi7prmJFfXCwk=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$3.class
SHA-256-Digest: 1dxk4HrCJ3hiTAy/d4U6Ey4kM9uKfvy5Lx+pY8l1Fdw=

Name: org/bouncycastle/operator/bc/BcContentVerifierProviderBuilder.cl
ass
SHA-256-Digest: Jd96toXnoD2zQle7NYQQIFTLI6aa7kLrlumsaXjzwtI=

Name: org/bouncycastle/est/jcajce/JcaJceUtils$2.class
SHA-256-Digest: HZBjHhXnCg9RAXD321EqgW25oZcobHcFUrwKLxJ5LSU=

Name: org/bouncycastle/mime/encoding/Base64OutputStream.class
SHA-256-Digest: ezhtNnqD3Jcjtql4p9biylaBbbFazwe/Opjem3YCkds=

Name: org/bouncycastle/tsp/ers/ERSDataGroup.class
SHA-256-Digest:
 61ZjBh6Zs8FbzPmZNOwpHLmEfg/+lH+zBbbqDZaiLeU=

Name: org/bouncycastle/cert/CertRuntimeException.class
SHA-256-Digest: zRExm0uFij19Yj1PISmDykBY1tt5ftMPRPJ+4NXbUZE=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoGeneratorBuilder.
class
SHA-256-Digest: h/BTj7M1koNbJ/aM/CKshol524ZhL9BMDVPmdP4vn0w=

Name: org/bouncycastle/mime/smime/SMIMESignedWriter$1.class
SHA-256-Digest: bRnZaL/QzNQD2/A0EeDDragZuVk8Kwa8JcTkgb06+9E=

Name: org/bouncycastle/mime/smime/SMIMESignedWriter$ContentOutputStrea
m.class

SHA-256-Digest: xsw8I4SgPl7G6BrAxZQaVz0sWwS5+YAV2gG+XpFkbQE=

Name: org/bouncycastle/operator/jcajce/JceAsymmetricKeyWrapper.class
SHA-256-Digest: NxrUjT8DtGFekLONFBVap9zBce4RFu+XMSjmaeg8iyY=

Name: org/bouncycastle/cert/cmp/CMPRuntimeException.class
SHA-256-Digest: bEEYTS/fGjJIFuecnK3pY9Gx47CZAa06py5ZveVMFlc=

Name: org/bouncycastle/pkcs/jcajce/JcePBMac1CalculatorBuilder$1.class
SHA-256-Digest: 9Gc2HrM4yvXpF43lvEHUlpPem3gF5a5LYrE+hCgTfWk=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$2.class
SHA-256-Digest:
 AqiZ8VmBZ9c0NXxCmb2B2+7MWzm2ZX5SFuPM3w1UMlY=

Name: org/bouncycastle/operator/InputExpander.class
SHA-256-Digest: KEpgW4cyj3L07MKtQR7g5Y+b4Fq0B/XYlnk9B9OI5TE=

Name: org/bouncycastle/est/ESTResponse$PrintingInputStream.class
SHA-256-Digest: MSIP+pnrrNKwDNDOZyk1XVqRT2mdBrBspLw0ex/V9NQ=

Name: org/bouncycastle/est/ESTService$1.class
SHA-256-Digest: Rt4I/P1ZN+t2BYq+eVj4aOuRfD0yj0WBRFNwZmXFrDc=

Name: org/bouncycastle/mime/ConstantMimeContext.class
SHA-256-Digest: u9ZG+qKHc7ZiZUaSE+Wx1HkLFM6k4OLHji4yZL6q8Ag=

Name: org/bouncycastle/tsp/ers/ERSCachingData.class
SHA-256-Digest: 8thh9dZply+Sl34teLPc/jycGVkYTp8K9wUswDI3/Sg=

Name: org/bouncycastle/openssl/PEMEncryptedKeyPair.class
SHA-256-Digest: 2CDRdJgj3R/TJx4k7h2pVhnizrl4m6Dj02LhgafN2Pg=

Name: org/bouncycastle/openssl/PEMParser$DSAKeyPairParser.class
SHA-256-Digest: P/PzwXzdsv9Z32Mzf9CGgu7g+M8mgIbsG0pyhrdtnjI=

Name: org/bouncycastle/openssl/PEMParser$RSAKeyPairParser.class
SHA-256-Digest:
 0/hIZZTAXkwSwL4FQL1JDI2bmjqINQ0n8GtFbqqYCfk=

Name: org/bouncycastle/pkix/util/filter/TrustedInput.class
SHA-256-Digest: PdcFvOR9r0udN45VwijqpdM8URE6nFEJ5x2pjvFBpd4=

Name: org/bouncycastle/tsp/ers/SortedHashList.class
SHA-256-Digest: rratKJSIhv7txaQ7OHQsrdRYYxdo86yIrADyPIN5YCA=

Name: org/bouncycastle/operator/bc/CamelliaUtil.class
SHA-256-Digest: 9BIMUmHX6gY1wrYqViB5x1RA50c6WVNBwOTvb4WjzWs=

Name: org/bouncycastle/cert/dane/DANEEntryFactory.class
SHA-256-Digest: uTu5DphSXCaXFg5r8XVCE2hIcGqBd3qae42nvI5CmAQ=

Name: org/bouncycastle/cert/jcajce/JcaX500NameUtil.class
SHA-256-Digest: 7rKozJIiYsKyc/x1bh9Oo+ig6SIS97QezdgbNBK7bmA=

Name: org/bouncycastle/cert/X509v2CRLBuilder.class
SHA-256-Digest: Rll5rX0ati9Rj42R+Vd9OadMBeEpISZdcCejTV93kJI=

Name: org/bouncycastle/cms/bc/BcCMSContentEncryptorBuilder$AADStream.c
lass
SHA-256-Digest: mx7pB/8+jfgCah4KkHc8tDXmLWd9mlrvOWXR435jxrw=

Name: org/bouncycastle/pkix/jcajce/X509RevocationChecker$Builder.class
SHA-256-Digest: JDAYnMQFXSIbmbPkgcaPFRCCGqlziPk/ZIGOiZPhcGg=

Name:
 org/bouncycastle/operator/bc/BcDSAContentSignerBuilder.class
SHA-256-Digest: Dm8hvxGlbKYiIpLgqjieD//JSagKBgbeb6PUEfaHEHM=

Name: org/bouncycastle/voms/VOMSAttribute$FQAN.class
SHA-256-Digest: SH24lDAm+Fir/Ui7aqsWPXrr2sirZzuotQTwxv9DT24=

Name: org/bouncycastle/cert/crmf/PKMACValueVerifier.class
SHA-256-Digest: 01P+iOHQtw8l0Iw+0WsO4GqoA1yNF02Et4dNHU0VPXA=

Name: org/bouncycastle/cert/path/validations/CertificatePoliciesValida
tion.class
SHA-256-Digest: iW56ww8mIty12ZO9K7cHAff4DtucUH96yZkuCHT+iRw=

Name: org/bouncycastle/its/jcajce/JcaITSExplicitCertificateBuilder.cla
ss
SHA-256-Digest: AbrE3hKWpYOfhbk9xF1y0ExIjB9Bwa+z/5JmFOc1/us=

Name: org/bouncycastle/cms/KEMRecipientInformation.class
SHA-256-Digest: tq93qzpLUO3G4S6YTI7ZuCCYuWX29LqRtD/XNmVhMzs=

Name: org/bouncycastle/mime/MimeMultipartContext.class
SHA-256-Digest: m17lERfFBi+UpQ34F24+XgF/Ueuol49c0agJqW601ck=

Name: org/bouncycastle/est/jcajce/LimitedSSLSocketSource.class
SHA-256-Digest: Dv+lq5ReMo00TIpAwqLvSjvUTW9Y2UtHJiv5BqhsQ9c=

Name:
 org/bouncycastle/pkix/jcajce/X509RevocationChecker.class
SHA-256-Digest: xB1gk1/BgDJvLbk67srHBVMrK9vSMIfCM41CZfiymRw=

Name: org/bouncycastle/est/ESTResponse$1.class
SHA-256-Digest: rYmaLaTHr3uki9ujeizQWysD47jQBbGvT/9lRm/gV4E=

Name: org/bouncycastle/cert/X509CRLHolder.class
SHA-256-Digest: UNkg4SBeArNNrHZRc7YYG1f+ppjqiJeIoe1o4IcL3a8=

Name: org/bouncycastle/operator/RuntimeOperatorException.class
SHA-256-Digest: kYCObHNkB5WDeZiEGIAqjH1VwEGcdlbLgRcYJkVr9oo=

Name: org/bouncycastle/est/jcajce/JcaHttpAuthBuilder.class
SHA-256-Digest: 0XSxQAL32VMKwzp1ES2/yESWvioDKK+yhqbL7sV6HuY=

Name: org/bouncycastle/its/jcajce/JceITSPublicEncryptionKey.class
SHA-256-Digest: pRhRaTLg+O8LIcCHDxf5zpZzfyCgwSUYQexwfkjlx/c=

Name: org/bouncycastle/cert/ocsp/OCSPReqBuilder$RequestObject.class
SHA-256-Digest: iTR8gzoCSkeb0BRUCB/PGqptGMMqMZPJ0649ZDNBH8g=

Name: org/bouncycastle/est/jcajce/JcaJceUtils.class
SHA-256-Digest: UUq7Dfa2IJpp757TvQgmnkMklkPflNKKDMYBMTXCmgY=

Name: org/bouncycastle/cert/X509v1CertificateBuilder.class
SHA-256-Digest:
 CkurxnXYMpJcKAM/TLqHcEraD27EQYr3wQyqZWZiruY=

Name: org/bouncycastle/openssl/MiscPEMGenerator.class
SHA-256-Digest: E9rVuTgJzEhfpTOve8NapWdVD0IqS3Dtn08oRS2mLz0=

Name: org/bouncycastle/its/jcajce/JcaITSContentSigner$1.class
SHA-256-Digest: jfu3JV7FLfbwQMk/HnFjJQNrdEASoaWW0lFigd9AlQ8=

Name: org/bouncycastle/pkcs/jcajce/JcePBMac1CalculatorProviderBuilder.
class
SHA-256-Digest: C0BXvdgviTJrB4V0QcRvgy34v15OxFUO4kFNOSHVRfI=

Name: org/bouncycastle/tsp/TimeStampResponseGenerator$FailInfo.class
SHA-256-Digest: vxWFDyn35amCj1+oT9C2WoNVPkTSkHZW//NhC8MJMxg=

Name: org/bouncycastle/mime/smime/SMIMEEnvelopedWriter$ContentOutputSt
ream.class
SHA-256-Digest: t6PiKhK6h2fyUdxeRK3JoraXSOL6qL85JtqaHo154MM=

Name: org/bouncycastle/cms/jcajce/JceCMSContentEncryptorBuilder$CMSAut
hOutputEncryptor.class
SHA-256-Digest: OqccZM1tDp/ra14H6wCCjOlINgIo81st469AQ3/vvag=

Name: org/bouncycastle/est/ESTServiceBuilder.class
SHA-256-Digest: +0QX+Gsxo0imzImdXAePqo4e7KKSK80QFnbuJzc+T3c=

Name:
 org/bouncycastle/est/ESTRequestBuilder.class
SHA-256-Digest: A4m5m4+kvhjOFGLMn/C3RHHFJVdqqOfhHrZ11ZXZP48=

Name: org/bouncycastle/cert/bc/BcX509v1CertificateBuilder.class
SHA-256-Digest: 2MO2uXfc+1+eAwIe8VYB1v3W2awNXeJY/zmc9F6ZvBc=

Name: org/bouncycastle/mime/CanonicalOutputStream.class
SHA-256-Digest: s1nZV82n5D+h5qVGvXvLoRMECO1M0dCpIt9SqFj8fC8=

Name: org/bouncycastle/tsp/TimeStampResponse.class
SHA-256-Digest: ZF8RgfrhNx79PTOz2zCtnWpTe5jdY9D1rUu+CgcxGME=

Name: org/bouncycastle/cms/bc/BcKEKEnvelopedRecipient$1.class
SHA-256-Digest: 1arq9/7uJ7jE6bE6lYqA/KckggryIZJkb4d6/9OdCAM=

Name: org/bouncycastle/cms/jcajce/JceKEKEnvelopedRecipient$1.class
SHA-256-Digest: y2tF9DaLjOJXprqxA75y7COTWtR0KFrlbQxpnON44IE=

Name: org/bouncycastle/cms/jcajce/JceKEKEnvelopedRecipient.class
SHA-256-Digest: QwzSX6FP9tu7a1B7qLXO5qcczC7mbC4zkFgjFyNjtEA=

Name: org/bouncycastle/cms/SimpleAttributeTableGenerator.class
SHA-256-Digest: UJB7x/Dn7phZ0lkbIl46Jqh5nSbeqYuHY37NvSHydS0=

Name:
 org/bouncycastle/mime/Headers$KV.class
SHA-256-Digest: 90DlGWngkUV4ZXRnOolsYGCexvhtwTXAuxfOwxzNC24=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoGeneratorBuilder$
Helper.class
SHA-256-Digest: h9zLjEYD4IZb+eyL1FWbw+oeta1ZCM35MSi3X+g0Neg=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransAuthenticatedRecipient
$1.class
SHA-256-Digest: lmNHtehQnR5lqA6Z1d59wm65YKeKUb1VuAdcXqOiAug=

Name: org/bouncycastle/operator/RawContentVerifier.class
SHA-256-Digest: ZZr0oCe2MXyfPZg04g6tnhV2r46r5EdF72SBwGtF1a8=

Name: org/bouncycastle/dvcs/CPDRequestBuilder.class
SHA-256-Digest: sqn783hzZJ4a5Fs5CdUjjvUiWi6VpegmzN8bZJ6gWy4=

Name: org/bouncycastle/its/jcajce/JcaETSIDataDecryptor$Builder.class
SHA-256-Digest: LcCyi8V3MQ6tU696gz+XIBMFQqQlXYqhSvKpsp8bhVU=

Name: org/bouncycastle/cms/KeyAgreeRecipientInformation.class

SHA-256-Digest: Cr364MRQJ1npinro7vJe1acmN9AxR4Gs3z/qmP7OyWw=

Name: org/bouncycastle/dvcs/TargetChain.class
SHA-256-Digest: +TcG/E635EorT2CQwaDXzoRAk0ow3yx+qup5mW0/jtk=

Name:
 org/bouncycastle/eac/operator/jcajce/JcaEACSignatureVerifierBuil
der$1.class
SHA-256-Digest: eZPAkfk6esEZL0htzRAnPlx5av+NXjQBWEA4GmMZPHU=

Name: org/bouncycastle/pkix/PKIXNameConstraintValidatorException.class
SHA-256-Digest: g9Ti4pKv49OaNmqxgidUo5DLTPyeFHoVqrNuqFp6MGk=

Name: org/bouncycastle/cert/crmf/CertificateResponse.class
SHA-256-Digest: Z1pqiSoD4oxcVaC0+OD629ILiVf0q2hO0CO/5Ab8Oj8=

Name: org/bouncycastle/openssl/PEMParser$PrivateKeyParser.class
SHA-256-Digest: zUC7gMXD3g3c01++yKn7260yWVM2n8FS/lgdM8n4RrU=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$20.class
SHA-256-Digest: WZ4A7pQZ7GR6ipLDrfAHy/06Gaeu+ub6mX69TYFfAfs=

Name: org/bouncycastle/tsp/ers/ERSEvidenceRecord.class
SHA-256-Digest: /YyhxvxH7oEpdz+iYZh/ccMnq5wcNAJtpAHt/v1AgGE=

Name: org/bouncycastle/operator/InputDecryptorProvider.class
SHA-256-Digest: dDKNJia0erAzB60clUeP9xbYnO9NtmKaUGFyOaITuQw=

Name: org/bouncycastle/cms/bc/BcRSAKeyTransEnvelopedRecipient$1.class
SHA-256-Digest: FzY7vK1FZkgdU1gBrijYi6gX7ohh6Fqd8eKk+ve57vg=

Name:
 org/bouncycastle/cms/PKIXRecipientId.class
SHA-256-Digest: AAppWfCC3lBoJ8/KsgeQybq/TkHD6cx89dVkMq+7ymQ=

Name: org/bouncycastle/openssl/PasswordException.class
SHA-256-Digest: uDIfVPAWP0eu3vyBYTBEKx27hNvA7CjF7y4q7rDZshQ=

Name: org/bouncycastle/pkcs/bc/BcPKCS12MacCalculatorBuilder.class
SHA-256-Digest: Of73LHmmTE0RFM9al//7zTGOcSl0v+rTyHeRF3RBEJc=

Name: org/bouncycastle/cms/jcajce/JceKEMRecipient.class
SHA-256-Digest: zTv80a7CPkGlzU+EF7TMAaSb6i/YuFiS/w0ydIAQM6M=

Name: org/bouncycastle/openssl/PEMEncryptor.class
SHA-256-Digest: mEdQnnq/jXHoMaxco0SYe9pTxSwXXKlCHMVtfyCcgIU=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$16.class

SHA-256-Digest: fmolHR/QZorCH0KODTRyM65Yd3Lq3ciI89U3vrvx8UA=

Name: org/bouncycastle/pkix/util/LocalizedMessage$FilteredArguments.cl
ass
SHA-256-Digest: pCOWUyvq9/Z69N29diLgn/A4LNHfdtVwg6Gksp4HyU0=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeEnvelopedRecipient$1.clas
s
SHA-256-Digest: UInJ6ctyCudACSN4rlbDXNCD7qf9SMQnvpWpFCrmuVQ=

Name:
 org/bouncycastle/cms/jcajce/JceCMSKEMKeyUnwrapper.class
SHA-256-Digest: 54gxdgDXF3+mmYA88vpBKJ7sd88jAUv6yDIHysUqKB4=

Name: org/bouncycastle/cms/bc/BcKEKRecipient.class
SHA-256-Digest: uQhkA5MnIDjRlqJiInw8ynhgsDhliM2KZ0fCuIuEHIE=

Name: org/bouncycastle/eac/EACException.class
SHA-256-Digest: pNu3uuC4aKdqiIMwoOoHDlyqq7seXfZ417BUlMnKDjg=

Name: org/bouncycastle/cert/AttributeCertificateHolder.class
SHA-256-Digest: HyvND7AFe4oTf6oSTgdO2CNLTtpkDeGbyaLlpUJ5AU8=

Name: org/bouncycastle/pkix/jcajce/CertPathReviewerException.class
SHA-256-Digest: 9mmO6Ezbw24+Afqyt6tGEFwXXkLU+TN8Kr7+xcufyiY=

Name: org/bouncycastle/pkcs/PKCS12MacCalculatorBuilder.class
SHA-256-Digest: x+Boaq+g5wxVmKQtrlibIRvU9npMdZE+7T1E24Ovk6Y=

Name: org/bouncycastle/pkix/CertPathReviewerMessages.properties
SHA-256-Digest: hpc3oE0fOE66VP9aKeJPDOwmv3S3jRNZ3GaUqAgwCAw=

Name: org/bouncycastle/cms/KeyTransRecipient.class
SHA-256-Digest: 3BjTWl2p65j1qgjUjk2NZdNsiWC6AYRouhoMkgqKI+Y=

Name: org/bouncycastle/openssl/CertificateTrustBlock.class
SHA-256-Digest:
 bv+Djw8s1yKB2hkoNktHQFe7qHl8kqJ0S/l6aWg9qng=

Name: org/bouncycastle/its/bc/BcITSContentVerifierProvider$1.class
SHA-256-Digest: H3t5cfigiN+5UdbsunZc7oMmiDE4KikBM6sOjLFmmZs=

Name: org/bouncycastle/cmc/CMCException.class
SHA-256-Digest: p8EnpFJi/k1V47Sgy0GauNoDwfibG6woQ1881Br0hnI=

Name: org/bouncycastle/cert/dane/DANECertificateFetcher.class
SHA-256-Digest: iXWKhg0k0QpyoSywhHNwQXc4kQv3ypHvNGSm7b2Xd/0=

Name: org/bouncycastle/operator/bc/BcDigestCalculatorProvider.class
SHA-256-Digest: IdsqMQur7jtkZGHBEBaynLegZvZA2QIidahDyQBdsIU=

Name: org/bouncycastle/cert/bc/BcX509ExtensionUtils.class
SHA-256-Digest: SYDD9s+JYRTu893V4w6NdP6MCWl74gFlNLGAhBGPTzM=

Name: org/bouncycastle/cms/bc/BcEdDSASignerInfoVerifierBuilder.class
SHA-256-Digest: b0J1FHYlEv7ypqvGf0vejZTgtp/I1Kdbrw2HYK75PdY=

Name: org/bouncycastle/eac/EACCertificateHolder.class
SHA-256-Digest: Lbvo3SkVoptArs30hxtjR3OU/h7Y1qgH3J6pnGsm7YM=

Name: org/bouncycastle/its/bc/BcITSContentVerifierProvider.class
SHA-256-Digest:
 lu7RvePHHOhu5eU4OVcppx84UYA2oKcJKPgWxRcMmog=

Name: org/bouncycastle/operator/bc/BcDigestCalculatorProvider$1.class
SHA-256-Digest: sWcOHfNjH6LIZ3mxUO+h8mTiyBrBqZf2zhMLF1NBEKg=

Name: org/bouncycastle/tsp/ers/ArchiveTimeStampValidationException.cla
ss
SHA-256-Digest: w4Q7OGnIYoXn5kd1TDNMPnFPhZNdsz8v1XFVO0xXnlE=

Name: org/bouncycastle/cms/RecipientId.class
SHA-256-Digest: K89q7IIHToK456A/Nd7+TD44zMBqIO2SQaTVes/GGac=

Name: org/bouncycastle/cert/ocsp/OCSPResp.class
SHA-256-Digest: jnXOjHA3DebfqLpqlXm0HLFkar7k6TlGam/DGDukErs=

Name: org/bouncycastle/cms/KeyTransRecipientId.class
SHA-256-Digest: nuwdFZPMB4Rf1UKX46VC1nnO4NePY4WYmoY7pfEMdbQ=

Name: org/bouncycastle/est/jcajce/SSLSocketFactoryCreatorBuilder$1.cla
ss
SHA-256-Digest: x1T/bJdJBz3qanUqSu4q4ePDzR5dHLbNVcxaEjfUGfs=

Name: org/bouncycastle/cms/SignerInfoGeneratorBuilder.class
SHA-256-Digest: lwKUZ5WP0JcbuWKnzj5SHQmPtrTvshvZ5hIWC0AyeHQ=

Name: org/bouncycastle/tsp/ers/ERSEvidenceRecordSelector.class
SHA-256-Digest:
 Csuj9GWrKDxNl1LJCbLXDsH3TnZnyQyWYIzHdVfkIeM=

Name: org/bouncycastle/est/CSRAttributesResponse.class
SHA-256-Digest: Skzf02nAtawLTg/xbWPWCdB5Jd5lkiOV+CLKcOGpi8A=

Name: org/bouncycastle/est/CTEBase64InputStream$1.class
SHA-256-Digest: A9ns3qRAjZoTWqaMkP9YepEnXcfkCYJh9pi1dc2exDQ=

Name: org/bouncycastle/operator/DefaultDigestAlgorithmIdentifierFinder
.class
SHA-256-Digest: ofBImAMYLs1FyAGlKumaCJV+LrAYdoxxC3AmdxSje+0=

Name: org/bouncycastle/operator/SecretKeySizeProvider.class
SHA-256-Digest: JPvEVbdIU+qOZoWI/wRzPuJf37JcgkVVtx3jW09I+wo=

Name: META-INF/versions/9/module-info.class
SHA-256-Digest: E1Q6piCFWFXi7Vq8SgrF3e8upqhgeBbhBvhFWf145Fc=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8DecryptorProvider
Builder.class
SHA-256-Digest: tJTAaWgaZZHAgI7mdQ7Ut96Q3IzjOgmS2zMjXFVvtrE=

Name: org/bouncycastle/cert/cmp/ProtectedPKIMessageBuilder.class
SHA-256-Digest: X8AXIV3RqTr2SJYpkB148Ww3nJdDB//PRK3h/JMy2CE=

Name: org/bouncycastle/its/bc/BcITSExplicitCertificateBuilder.class
SHA-256-Digest:
 DYUxb4lIjWWbUfKNubRZk1ythwu2jiVglzNubecF8qM=

Name: org/bouncycastle/tsp/TimeStampRequest.class
SHA-256-Digest: BjOw/yi7UWJh4rDx7QO5x95MVsdzftl3KmNqGIjqJ3c=

Name: org/bouncycastle/operator/bc/BcHssLmsContentVerifierProviderBuil
der.class
SHA-256-Digest: Y6+P+LUihbFlutN9Rk3ANgwI01TJQsK05OogWHc/XlY=

Name: org/bouncycastle/operator/NoSignatureContentSigner$1.class
SHA-256-Digest: RBuxNVSkvpD/KbgR1QEglwSJaQR+qQTh5R9H1eAY+dk=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransRecipientInfoGenerator
.class
SHA-256-Digest: J+WQDxsP2K04zVoywPqeZLdrTp2lXry/t1lZPAEg+es=

Name: org/bouncycastle/eac/jcajce/ProviderEACHelper.class
SHA-256-Digest: FPhaxb74x76XNdrGSYQQLUSoFTu2P9+jmLUeePQDVO8=

Name: org/bouncycastle/pkix/util/filter/UntrustedUrlInput.class
SHA-256-Digest: FnSz0GvGsf8IcLAKDD+doGYSQr6NP22ea3DWiAUhNRc=

Name: org/bouncycastle/tsp/ers/ERSDirectoryDataGroup.class
SHA-256-Digest: z1YcT4rnpKCoZ+/Nbr38kyzUWKwftoVy/21tcUecolE=

Name: org/bouncycastle/mime/smime/SMimeParserProvider.class
SHA-256-Digest:

jNel5TJGWhj9INdXcYB3yI7DLy8mmFB+tKHzlMht69c=

Name: org/bouncycastle/cert/jcajce/JcaCRLStore.class
SHA-256-Digest: BsGChH/5Jm6hyvVjv/L6+EviCXyZJQIZYSMRcDeU1FQ=

Name: org/bouncycastle/tsp/TimeStampResponseGenerator.class
SHA-256-Digest: 8lGwL2q93Roy8Hau6xYQqd3pL3N8NIyuInt6T9kkkFo=

Name: org/bouncycastle/pkix/SubjectPublicKeyInfoChecker$Properties$1.c
lass
SHA-256-Digest: hlvgs1iolt2b4aiSa1xskWRFUr5EGsQCu8mcEXPF99g=

Name: org/bouncycastle/dvcs/SignedDVCSMessageGenerator.class
SHA-256-Digest: kcdVLWjYCB5PRhuoZYaGHRe4TMfnCjPA4okAqZKswoE=

Name: org/bouncycastle/its/operator/ETSIDataDecryptor.class
SHA-256-Digest: iw5/Y8VWaT1lvwXwy/L2rAodMhJkK3SB4KVWB27LDiE=

Name: org/bouncycastle/cms/jcajce/JceKEMEnvelopedRecipient$1.class
SHA-256-Digest: 7g19GIdweXNDDDDtj7Ke6jYi4qZiEK9Imdy+hves7AE=

Name: org/bouncycastle/cert/ocsp/RespData.class
SHA-256-Digest: PBI+GakkJZkSB/5oRELS1grghdKsrx2BDYYgiQfunrE=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBMac1CalculatorBuilder.class
SHA-256-Digest:
 r6ZXiaANFFhR0w8yYCXFuYA6ypDbEMSLwvG+16WD6rc=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er$RawSigVerifier.class
SHA-256-Digest: TaI7q0u2OyFldpTOMDs80pWazISIoWlMk6/Ee4C33FU=

Name: org/bouncycastle/cms/CMSException.class
SHA-256-Digest: LgrnJZevw57ZpHr71V7y1Fkx3g+ET65sdN/EWux0o2E=

Name: org/bouncycastle/cms/jcajce/EnvelopedDataHelper.class
SHA-256-Digest: eNsu21AK8LTSVik5DCM23nRMh074uy1KyM4K7GovXug=

Name: org/bouncycastle/cms/bc/BcPasswordRecipientInfoGenerator.class
SHA-256-Digest: cj5aECnjbQvwI1hE8NJtQTy5YNvOHq7eaRc8nsFTwwY=

Name: org/bouncycastle/cert/path/CertPathUtils.class
SHA-256-Digest: eBXqNE8u3qVYNPh8Ej+XRms+hOnIHaIbRq4Rrp/PdxU=

Name: org/bouncycastle/cms/jcajce/JceCMSContentEncryptorBuilder$CMSOut
putEncryptor.class
SHA-256-Digest: 2c1E45dqAdCTqDc4Gfu/2SOnXcs+9Gs4yyQCDpjUjsw=

Name: org/bouncycastle/cms/jcajce/CMSInputAEADDecryptor$1.class
SHA-256-Digest: YY/Ni4+h2+FsB4HBwjheP7vxEWJD7tqJ4pA4hTnElLw=

Name:
 org/bouncycastle/its/operator/ITSContentVerifierProvider.class
SHA-256-Digest: 0l3GfPD+Kb46t2fBV1gSJeTeFsBeBgu8y2Q1/Mxxkn4=

Name: org/bouncycastle/pkix/util/LocalizedException.class
SHA-256-Digest: yEoUGg8vxlaYcS3MBerSQB7E6hpCdOKo8H9wBSU0sXs=

Name: org/bouncycastle/pkcs/PKCS12SafeBag.class
SHA-256-Digest: nI8zv4/VDTS9D5jkHLCxLdr4/ZxSvwn3dhWS4Bt+aMQ=

Name: org/bouncycastle/pkix/jcajce/CrlCache.class
SHA-256-Digest: XN6rRzxQhU1q8Rr3efqLHRyJUnWumZhfMy8dfVuxgnw=

Name: org/bouncycastle/cert/CertIOException.class
SHA-256-Digest: JFtTqxPuewSI20kA66ds/GUyn2z1sx0tF35hze2S92g=

Name: org/bouncycastle/cert/jcajce/JcaX509CertificateConverter$ExCerti
ficateException.class
SHA-256-Digest: lknhMvcHmqWQT2ciXNXAy5yYL8er5937CqIWPQUDBXQ=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$12.class
SHA-256-Digest: gizfVnbRWhxSOTX5lNP+/TWjs99jxESsv8pjTcnB2XI=

Name: org/bouncycastle/cert/path/CertPath.class
SHA-256-Digest: DMucFCKv/o4BLQPE3GpHy50N50diuHzuXmVNamyi8vw=

Name: org/bouncycastle/cms/KEKRecipientInformation.class
SHA-256-Digest:
 fPSZyoA9uHMPl44ThuYVZxFsgwliZAJ0UALLw94UIbU=

Name: org/bouncycastle/cert/crmf/CertificateReqMessages.class
SHA-256-Digest: CeLSr1iwbgLu33UUtOzEhJNnrLCcmdAB+QXbU2C+mWM=

Name: org/bouncycastle/dvcs/DVCSParsingException.class
SHA-256-Digest: xb/6XfZrXEyi0FQD7vgBF4i8YaVZC0WbBQf5JZ/l1WM=

Name: org/bouncycastle/cms/PasswordRecipientInformation.class
SHA-256-Digest: 11uyBtWQaPoW1EeLLoN72bCSDqRwZjlFCBW+b4hSOV4=

Name: org/bouncycastle/cms/jcajce/KeyMaterialGenerator.class
SHA-256-Digest: 6lqhr7YScKH6d4UC1JAnFkAdLXPKSPkl+nNukEdCG+A=

Name: org/bouncycastle/cert/cmp/RevocationDetailsBuilder.class
SHA-256-Digest: EZT+pnL12Xs5uYINl+UlGo1/4InnpjkMdmt5OK/1T40=

Name: org/bouncycastle/its/ITSAlgorithmUtils.class
SHA-256-Digest: NpppqrP2qnyWItWGJSNOPh1G93M7NNSUsQTH1rnAPiA=

Name: org/bouncycastle/openssl/bc/PEMUtilities.class
SHA-256-Digest: vKcB7cgN+92p9uk/kfpIE8ZBXCgdRbHs8/xclxFwIEo=

Name: org/bouncycastle/cms/jcajce/CMSUtils.class
SHA-256-Digest:
 xuqjtwujG95so0aHh/O41s6D99nMFfBpjdDptHzPiYA=

Name: org/bouncycastle/cert/crmf/CRMFUtil.class
SHA-256-Digest: 7UP7rIkK7nn8es4mLYlM6ClyVTI1cFPWX2ggYuOFDMc=

Name: org/bouncycastle/cms/jcajce/JceKEKRecipient.class
SHA-256-Digest: +o9Hm89eL9p2kz7qTCIWO0HGcYj1uAKi5Cz0+rKPvDs=

Name: org/bouncycastle/operator/jcajce/JceKTSKeyUnwrapper.class
SHA-256-Digest: V0em1SWiKPZStMA+e6lKew4d9khHheXKkmEveXYUMMU=

Name: org/bouncycastle/cms/jcajce/JceKeyTransRecipientInfoGenerator.cl
ass
SHA-256-Digest: XGPDwqVkJhDwIEME6CBGxNklb1RSYAsMXefEPXZLtU8=

Name: org/bouncycastle/its/operator/ETSIDataEncryptor.class
SHA-256-Digest: IsEY56l0IgRTzL1v2rVtHCFNc11F+Exjo74sNMgo1PY=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8EncryptorBuilder$
1.class
SHA-256-Digest: XOsNQCCvixcZFbl6bn1h1KMsSJzPat+7n31uz9JKcHM=

Name: org/bouncycastle/cert/cmp/GeneralPKIMessage.class
SHA-256-Digest: JnZLQ3IvGLjyMci93mgHbubLjZa/tIQjFQy0YJGBlP8=

Name: org/bouncycastle/cert/dane/DANEEntryStore.class
SHA-256-Digest: 0B8MSOPrBHP94qJdf4mexKhgcLFyfzrA1ZqkBC7vm6Q=

Name:
 org/bouncycastle/eac/operator/jcajce/ProviderEACHelper.class
SHA-256-Digest: jRxNaHvF6FXx026Ai0OPZXrKQPHHKVgPSV6PAXRou90=

Name: org/bouncycastle/cms/CMSEnvelopedHelper.class
SHA-256-Digest: EmN9HyZ4g3GYw57Z8MCQh8H5vUCRTjDCozhnq1VYSfU=

Name: org/bouncycastle/cert/crmf/CertificateReqMessagesBuilder.class
SHA-256-Digest: 17VMPqc3ZGuuMMvQ1wb/ktSrdFvYof0ZuUuWDOj+PH4=

Name: org/bouncycastle/cert/crmf/jcajce/CRMFHelper$JCECallback.class
SHA-256-Digest: f5h1JRSVrrQjNjvGUmhob0zANqxHTMsuEHCjPg9iAXQ=

Name: org/bouncycastle/cms/jcajce/JceCMSMacCalculatorBuilder.class
SHA-256-Digest: vlGMQSJrQDe54FzwqnvpvJBDW9BKtfY/DSOJfsNAI0g=

Name: org/bouncycastle/tsp/ers/ByteArrayComparator.class
SHA-256-Digest: 4kYCZO7P5wHBjEGlgcOG9yPsziMu23tmuT30INW4Kws=

Name: org/bouncycastle/cms/bc/EnvelopedDataHelper$2.class
SHA-256-Digest: 9axBlpwGEdpUGbgcapfXtDiPCt1wV8neR08iVrxgupE=

Name: org/bouncycastle/cert/jcajce/JcaCertStore.class
SHA-256-Digest: 2Gk++COnqGIPkdzNSHGjqMgLABNtM1QdnbNXPqvddXI=

Name:
 org/bouncycastle/cms/CMSAuthenticatedDataStreamGenerator$CmsAuth
enticatedDataOutputStream.class
SHA-256-Digest: ypIpZiBcrYRL6KNv8y2rg071oOlh2koI1lRcmhZJ2a0=

Name: org/bouncycastle/cms/jcajce/JcePasswordEnvelopedRecipient$1.clas
s
SHA-256-Digest: AN5esHtTgeU6VBQ+TQzTc3SNAtoSIxPmFy1QXImN2hc=

Name: org/bouncycastle/pkcs/jcajce/JcePKCSPBEOutputEncryptorBuilder$1.
class
SHA-256-Digest: YY+DmvJYJrPx38iQRoVtGaOgYUS3rmrEGwJT+6r5IXg=

Name: org/bouncycastle/est/jcajce/ChannelBindingProvider.class
SHA-256-Digest: vAPy+7sD4x8+Y67fYArqZL0xa5yLru480bgAQF+epFM=

Name: org/bouncycastle/eac/operator/jcajce/JcaEACSignatureVerifierBuil
der$SignatureOutputStream.class
SHA-256-Digest: Uwez6rxMOSrfizgd4yDZSbVOibvMZSXqVr6ROs4aL8o=

Name: org/bouncycastle/est/HttpUtil$Headers.class
SHA-256-Digest: 2ifFieNLA3he80MUGJfDOu10iDUwbEgYSKr6Ad7T8EE=

Name: org/bouncycastle/its/ITSExplicitCertificateBuilder.class
SHA-256-Digest: J7Cu/yMkCDHtEp3R9Gp+9cc11IvtG6aY+0l4V6MuVEU=

Name:
 org/bouncycastle/cms/bc/BcECSignerInfoVerifierBuilder.class
SHA-256-Digest: NrSA7gLpZ6wHi+E0c5NEZKdHPK8DzMW12tFsmNyezQM=

Name: org/bouncycastle/mime/MimeParser.class
SHA-256-Digest: VAU7O2UlADC7sii1Io1OM64FQAwUbS0Tl8sxXQlM2xc=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$11.class
SHA-256-Digest: 0gw/0WC2pw6xVUSupIdC7QyCcj9cBFUr3Y0pBNewiv8=

Name: org/bouncycastle/tsp/TimeStampRequestGenerator.class
SHA-256-Digest: uAJCiNO+WJZDfXCeQFxxq6dbSJ5/Iq1Q7AEb9QOSz8M=

Name: org/bouncycastle/operator/SymmetricKeyWrapper.class
SHA-256-Digest: dNFbqmeEx7UzDONDGfUpkn7n9Gvw4CXKmWC9oWPGSKs=

Name: org/bouncycastle/cms/CMSTypedStream.class
SHA-256-Digest: 80rQiAL23EPJ0SKLEfY+YTAepBkqdMuTV7I4GXbhoDo=

Name: org/bouncycastle/cms/jcajce/JceKEKRecipientInfoGenerator.class
SHA-256-Digest: CeLK5HhGDR9p7iygnN4LdBju/r5Q2xoc9TBDHb+SlHs=

Name: org/bouncycastle/cms/CMSAuthEnvelopedDataParser.class
SHA-256-Digest: MOnJAVe3W/06FRLwi5bUDnWaW9I4M5Z5HQw+VdO1foE=

Name: org/bouncycastle/cms/jcajce/JcePasswordAuthenticatedRecipient$1.
 class
SHA-256-Digest: LgV5b7gh797a5hdg1ykqfzkWZXVJfrZQYDdSpXayjhg=

Name: org/bouncycastle/cms/CMSSignedDataParser.class
SHA-256-Digest: 3OnGhn/wyeQe/Bv4Di2sxWVQFK/j8VndwP9uAWQy+H0=

Name: org/bouncycastle/tsp/cms/ImprintDigestInvalidException.class
SHA-256-Digest: nr+/UD9LdXEBQEfclf+zD/gBsASwmAY1Ovm4zn9D1ZM=

Name: org/bouncycastle/cert/jcajce/JcaAttributeCertificateIssuer.class
SHA-256-Digest: lHslWjjfMNVBI+OqaNPow6iCBGY4mDus5h2RePedEWs=

Name: org/bouncycastle/cms/InputStreamWithMAC.class
SHA-256-Digest: 6PQEyBLdIiQUyZliI4pvHbl0qNePjAL22NDpI7iJ9Ys=

Name: org/bouncycastle/cert/crmf/CertificateRepMessage.class
SHA-256-Digest: EVhMxCUqY+0IyS70k36VOzzXtzs9po2g6/Ww0ttjHzQ=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBEInputDecryptorProviderBuilde
r$1.class
SHA-256-Digest: DtqH1ex07WRswVMQmawzmxkHe3iyplnK93IyIM53MhI=

Name: org/bouncycastle/cert/jcajce/JcaX509CRLHolder.class
SHA-256-Digest: 6XTeXHHhIhDZvS73wLkJSbDF6/XQtLNpCkKjkL6jyBA=

Name: org/bouncycastle/operator/KemEncapsulationLengthProvider.class
SHA-256-Digest:
 kn+11pAdI3VvAvZ3UiRpsTzrHdRm4DXx/R6vYvN/pCs=

Name: org/bouncycastle/est/jcajce/JsseESTServiceBuilder$1.class
SHA-256-Digest: Lk+q03jqtnfmAEBBptc0ubxWf8e1Hg8zOGm37Z3rgMc=

Name: org/bouncycastle/pkcs/PKCSIOException.class
SHA-256-Digest: O5U8Ml8PVOaCof8sz+h/zZFOOXE3+28TPpmItbz1R0E=

Name: org/bouncycastle/cert/crmf/ProofOfPossessionSigningKeyBuilder.cl
ass
SHA-256-Digest: TUuOzd9xKDucbWFjRpGKMhp1X39KfMSHoMS0TSq3zFY=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBMac1CalculatorBuilderProvider
$1.class
SHA-256-Digest: ZrOxYfqgTIjo7G5CFYXH9uevVDjsFSh08cMUgaV8OAI=

Name: org/bouncycastle/cert/selector/MSOutlookKeyIdCalculator$SHA1Dige
st.class
SHA-256-Digest: 8L68sBjI1hzsDkPs8V8iP/9K4pa+WqSIMcQk5NaRkOo=

Name: org/bouncycastle/cms/jcajce/JceKEMRecipientInfoGenerator.class
SHA-256-Digest: G9vfpqtJRQs/1sDL9KfHICgNO5wJi9zrhpwNmamjDF8=

Name: org/bouncycastle/cms/jcajce/JcePasswordRecipientInfoGenerator.cl
ass
SHA-256-Digest:
 NhQKzP3BWaxsO6UNnn7Lv7J6D0YhB3/MCQ/o04if2Sc=

Name: org/bouncycastle/cert/jcajce/ProviderCertHelper.class
SHA-256-Digest: tcfUPhPsJbEKEYQUxA7dMh4vbT/S9/riyM9acjUy9uI=

Name: org/bouncycastle/cert/jcajce/JcaX509v3CertificateBuilder.class
SHA-256-Digest: ZGPPnxsLATEzFLvwyTZLns2I0hupn7QfrEpmf2Y9FFE=

Name: org/bouncycastle/cert/CertException.class
SHA-256-Digest: xjIG4LBWqOxWSkANPLyrDuaH9pNH95pw1Ufq2tem9ps=

Name: org/bouncycastle/cert/cmp/CertificateConfirmationContentBuilder.
class
SHA-256-Digest: Wmd+b1vKTeVd2xkisGoSkf2pFj08piaYOj/aDYNLoQg=

Name: org/bouncycastle/cms/CMSUtils.class
SHA-256-Digest: g7xfk9bLr59l5Bpj4Jq+8xtfIuiMbb8VmGdu1Ek0iCY=

Name: org/bouncycastle/openssl/PEMDecryptorProvider.class
SHA-256-Digest: oCMaZDyY76SfLg8tasRbJVhtVD7A0SsJfnTrFm7670A=

Name: org/bouncycastle/cms/bc/EnvelopedDataHelper$1.class
SHA-256-Digest: heVHc1sfgwwWNpxqMa4QDtYnE6k8xINA15AH0SEKtlw=

Name: org/bouncycastle/openssl/X509TrustedCertificateBlock.class
SHA-256-Digest: 9gxp+aAM2Mmfc+qHZts2e/C87IRpAfmAp1QU7+vwA1c=

Name:
 org/bouncycastle/operator/bc/BcDigestCalculatorProvider$DigestOu
tputStream.class
SHA-256-Digest: EfdpKXgeUG0PmTTT9CRoExYqgPl0CXiE3U42Ug/EDII=

Name: org/bouncycastle/cms/CMSSignedData.class
SHA-256-Digest: Sf3Ki/TaztFJIx2toZoEdl8oo8vHrShLenGgZwLk/C4=

Name: org/bouncycastle/cert/dane/DANEEntryStoreBuilder.class
SHA-256-Digest: tiClV02sfYBvTLgZap8hKSgOtgpgC4RC7NpaCMM+CkY=

Name: org/bouncycastle/pkcs/bc/PKCS12PBEUtils$2.class
SHA-256-Digest: 03PWN7s34UZxCgspRdnvUMFwIbYqpvSHn35dRATaa2E=

Name: org/bouncycastle/cert/cmp/CertificateStatus.class
SHA-256-Digest: 3kOhJyzOw26/jls/10Sy4VZNhuWKxZG5u0NnKNn3FlM=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoGeneratorBuilder.class
SHA-256-Digest: 7iizLnqp5ciVyhGUqXVLU0yj+TceLXHtXxiWFFTHPCI=

Name: org/bouncycastle/cert/crmf/PKMACValueGenerator.class
SHA-256-Digest: dz0gpU1jL+WeOSUuJr7DHKEkflY6YGUWfAjDpKqlFm8=

Name: org/bouncycastle/cert/dane/DANEEntryFetcher.class
SHA-256-Digest: egfItu7hAGmMCVHJnQb9viF/bLw3HkImjMNx6JPBU3Y=

Name:
 org/bouncycastle/mime/smime/SMIMEEnvelopedWriter$Builder.class
SHA-256-Digest: gz6qhB3c5Pi0v4Rn7jXHcoOo32rM97lqLTUxPKoTVlE=

Name: org/bouncycastle/cms/CMSAuthenticatedDataGenerator$1.class
SHA-256-Digest: ZaKFxDQ+imkzAtD310d4/ovWondYel27EQ5vXptCC9g=

Name: org/bouncycastle/pkix/ASN1PKIXNameConstraintValidator.class
SHA-256-Digest: 56mMJs9+A2WvWVrioFDBHRHc/gyRTJDapfSv9UNKdy4=

Name: org/bouncycastle/cert/dane/fetcher/JndiDANEFetcherFactory.class
SHA-256-Digest: iDVoBpAM2nI0I8r1oGtR4KnGYXj/RQafOOZJhuDuhxQ=

Name: org/bouncycastle/cert/X509v3CertificateBuilder.class
SHA-256-Digest: oiJb5Unx02Q1YZvLMrH/f+M83oJFW4nk2pJJ86p+cy0=

Name: org/bouncycastle/cert/crmf/bc/BcEncryptedValueBuilder.class
SHA-256-Digest: ASiypmENpjtxp9ksrC8qsIl/+1hdSuXRHygGja2NW00=

Name: org/bouncycastle/cms/CMSSignedDataGenerator.class
SHA-256-Digest: ysSy+sjnLItb/UGgIdOseBVBn+PTRJCthhh2kuEFfQU=

Name: org/bouncycastle/cms/jcajce/JceKEMEnvelopedRecipient.class
SHA-256-Digest: Vt3usMNQmHWq2gG8oO9RC178jq8/iKTlbPB8yr+MUIU=

Name:
 org/bouncycastle/its/jcajce/JcaITSPublicVerificationKey$Builder.
class
SHA-256-Digest: KXr91/K6atDwS6I+R6k/w8B17AdPYZv4h7BsVVRbXFA=

Name: org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.class
SHA-256-Digest: K6myVgMNp1Fc3jvw6iu6Au56A0+M7aPTR78KSPvnVUY=

Name: org/bouncycastle/operator/bc/BcHssLmsContentSignerBuilder.class
SHA-256-Digest: BQnsonwP04wfOisA+izkXAu6/yQUWxvnuBYB5Z4FpF4=

Name: org/bouncycastle/openssl/PEMParser$ECCurveParamsParser.class
SHA-256-Digest: 0k0Nv2xBargjfzmvHvtvfdurb0BSm8KUeKOgaA0uKsU=

Name: org/bouncycastle/cert/dane/DANEEntry.class
SHA-256-Digest: XAudRp7IRmbxPprP9dVUkHqWcKVHYDcyvvTt5TV8AEA=

Name: org/bouncycastle/cms/CMSAuthEnvelopedGenerator.class
SHA-256-Digest: qHp0D/sZQVzbbwBXwOZjeAFBs7zTwLXttezO4v+QosY=

Name: org/bouncycastle/cms/AuthAttributesProvider.class
SHA-256-Digest: kHhuRscGCU14Pv3Pni7vuwAp/+cnMRRK5kNveIrxhFQ=

Name: org/bouncycastle/pkix/jcajce/CertPathValidatorUtilities.class
SHA-256-Digest: /MkglNggg+F3XR858BAShk9A33t9LtnvBPgnK78gkME=

Name:
 org/bouncycastle/cert/crmf/bc/CRMFHelper.class
SHA-256-Digest: xGieHWXCgtiDRF4MKrMc+KXPllu9rwQA2ml5QaInUog=

Name: org/bouncycastle/operator/jcajce/JcaContentSignerBuilder.class
SHA-256-Digest: WOGFjWqaVwqf++jFzX47/dzScE3RaMTHOPyhRgvN+Zg=

Name: org/bouncycastle/operator/DigestAlgorithmIdentifierFinder.class
SHA-256-Digest: 1G0U/GHDYQLsdLDumIwm02T14GWgkHoyjXxOo2IZth4=

Name: org/bouncycastle/cert/crmf/RegTokenControl.class
SHA-256-Digest: LMkXyWywi6IaemqYZ7cFAtcsY4Bu/9j3kCMFYZ4jU7M=

Name: org/bouncycastle/cms/DefaultAuthenticatedAttributeTableGenerator
.class
SHA-256-Digest: I/6WMGbq1Dj6oSXs+TYJEcQbIKO/kts3ORcehSpPH4M=

Name: org/bouncycastle/cms/jcajce/JceCMSContentEncryptorBuilder$1.clas

s
SHA-256-Digest: 3d1Mp8rssrLBCigNWlNzDajaxowqOniEs0bIqXbPzUU=

Name: org/bouncycastle/cms/CMSTypedStream$FullReaderStream.class
SHA-256-Digest: Q/XY3Z03gGqr/xxR3uhPymEVzc9f5nDZIgGCKwknv9M=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoGeneratorBuilder$
 ProviderHelper.class
SHA-256-Digest: CDzSnUTrzoW2/FPoGIUY/8Lf2ieFyKjfPDlIEU4ml4A=

Name: org/bouncycastle/openssl/PEMParser$X509TrustedCertificateParser.
class
SHA-256-Digest: BhRLcAXYSLPTx2WxUjKZXdYrIMlUPUVoJpIx7CtM7i4=

Name: org/bouncycastle/pkix/jcajce/AnnotatedException.class
SHA-256-Digest: bu7aDnzuDFULCLYHiudp5Uoo7IbeknrBofyxbIywCwM=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider.class
SHA-256-Digest: WLAfqbjcHYVnE9gKmWiAmromXRGadUD4C0QyhA0BZPQ=

Name: org/bouncycastle/cms/CMSAuthEnvelopedData$1.class
SHA-256-Digest: TgIBwxjqgV2LbtKxqswqDmV8rAVY1QBOVytpIBEHTOE=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBEOutputEncryptorBuilder.class
SHA-256-Digest: cAD5iViBF0mHPZHIOEjaNpec9x4czEHO4GcmVI+RZRQ=

Name: org/bouncycastle/tsp/ers/ERSData.class
SHA-256-Digest: NSkVI5ti/rf8QMGdM421jmQovN9lykZkXqs0QSs5LXE=

Name: org/bouncycastle/operator/DefaultKemEncapsulationLengthProvider.
class
SHA-256-Digest: v0ekZR8vXiX5t4perxHWtlSaN4AtmWFqOa44+wQMId0=

Name: org/bouncycastle/operator/jcajce/JcaDigestCalculatorProviderBuil
 der.class
SHA-256-Digest: Mq+LbuV2Q3FwS8XEU9h/9qEmOSTB3mIJ3wteiiyUbXA=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoVerifierBuilder$1.class
SHA-256-Digest: FtnALQYWBt3wcawpjM+ZqDa2spbSAnavLJ7kYtQIYio=

Name: org/bouncycastle/its/ITSValidityPeriod.class
SHA-256-Digest: /Mczzr8tYibw7LvbikJifNocsPFVN/Tl66FHhkRNTYo=

Name: org/bouncycastle/cms/DefaultCMSSignatureAlgorithmNameGenerator.c
lass
SHA-256-Digest: 2GwV7KAfeb/T2B/zlYim7B9yXDtDkn4C0/9wGdaY30w=

Name: org/bouncycastle/operator/bc/BcSignerOutputStream.class

SHA-256-Digest: LvsuoIZZhzcZAB2BvKGphOvFBvdmvx2g+478G+IeAME=

Name: org/bouncycastle/cert/jcajce/JcaX509CRLConverter$ExCRLException.
class
SHA-256-Digest: NS9ebcFt+OJ7ms20ibmZQ3+leeYlpBs4k3YfLd2YZds=

Name: org/bouncycastle/cms/jcajce/JceAlgorithmIdentifierConverter.clas
s
SHA-256-Digest: or2Tdb6J7pzka+LMDNmt/9fPJk1dSC3oi+eAMbideow=

Name: org/bouncycastle/its/bc/BcITSContentSigner.class
SHA-256-Digest: cz9nfCSCNMmDJ3L9YB9n48ggnJILwy6Cva0NYM3N13o=

Name:
 org/bouncycastle/cms/CMSAuthEnvelopedDataStreamGenerator.class
SHA-256-Digest: Je4rei7PcTfOJ0PqE+JSBsFgLd2PlfY6sjYOF8TNiLs=

Name: org/bouncycastle/cert/X509v2AttributeCertificateBuilder.class
SHA-256-Digest: 3fGXNpIwHy4VoEDviaA3SbeoZ8RdC5Qf/FczuTaId2k=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransRecipientInfoGenerator
$1.class
SHA-256-Digest: pNPcOKxE6U+PeaY+CoKy/M81DSsbtTzZg6AJIZL9gwQ=

Name: org/bouncycastle/cms/SignerInformationVerifierProvider.class
SHA-256-Digest: nVmsuScCteIPkQXeNNOG0xCUtcTSVMIIVvAH3Tm6nGw=

Name: org/bouncycastle/operator/AADProcessor.class
SHA-256-Digest: iQE8LDlDWExlvBiv85atW9VYc/QbRmXkdyCJd5EYBjo=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeRecipient.class
SHA-256-Digest: xUpHqjlrNfIG+LmIcf8AUeou7JS7YuNksdX5gJCH7EI=

Name: org/bouncycastle/operator/bc/BcRSAContentVerifierProviderBuilder
.class
SHA-256-Digest: /L3u/2bjaMcLWKER3+ntzZ4Rk6Rf2Mv72yVD5e1rkSs=

Name: org/bouncycastle/pkcs/bc/PKCS12PBEUtils$1.class
SHA-256-Digest:
 7ElC1n2Qwq7tydkfNcTZ+KObAVv8q2DvyQ08gC+XsSg=

Name: org/bouncycastle/pkix/jcajce/CertStatus.class
SHA-256-Digest: k2VJY8qt8QrytFkOE7F3DZvO1B4DiZT9/aBCC7Ch+7M=

Name: org/bouncycastle/pkix/util/LocalizedMessage.class
SHA-256-Digest: plDpamLtifKNwpRm6AJfoLymobciFkex5/glndYSGK8=

Name: org/bouncycastle/tsp/TimeStampTokenInfo.class

SHA-256-Digest: uaVGHmDa6TYnmIniZj/SzmK4pm3PuGnFz3OldY+aKvo=

Name: org/bouncycastle/cms/CMSReadable.class
SHA-256-Digest: ytlU95iORyOliD+HjgT0k/9qgd1ZFP1GpCoaKwAX5nQ=

Name: org/bouncycastle/operator/jcajce/JceInputDecryptorProviderBuilde
r.class
SHA-256-Digest: UJY2k+SxaFsHT0jrUTrNIU38RITiTIrK61vb8vWZWNE=

Name: org/bouncycastle/cms/CMSSignedData$1.class
SHA-256-Digest: sEZz2D8Qy6b0+CdxNk0F/nffusNGU5JKRghepeGfLFM=

Name: org/bouncycastle/cert/jcajce/CertHelper.class
SHA-256-Digest: WjJ3IR//KxqKeom1QXSvFGF8hXkFNpUZK6KRrwTMkAw=

Name: org/bouncycastle/cert/X509CertificateHolder.class
SHA-256-Digest: 0S11lUBjPwKx6QSVEz66dS1z8TkmvRk9Hc2S3nhhJ34=

Name: org/bouncycastle/cert/path/validations/KeyUsageValidation.class
SHA-256-Digest:
 vh+vwfhJFFis3j2KqpOAPt7b5a5NDsbCCGQ7q/OT1JU=

Name: org/bouncycastle/cert/crmf/PKIArchiveControl.class
SHA-256-Digest: LE+3yLxqZhwSpoydGWCqArx6KrNSQPphs2Nxen/5/m0=

Name: org/bouncycastle/openssl/jcajce/JceOpenSSLPKCS8DecryptorProvider
Builder$1$1.class
SHA-256-Digest: 144Qr9RwzX90ONbIBJN3uXoZzd2K2oEmT6c5L6/UQ1A=

Name: org/bouncycastle/openssl/PEMParser$PKCS10CertificationRequestPar
ser.class
SHA-256-Digest: SGxUPsn1nDeCSP9IkUVrqAQAPChijfkI5yeNTDav8SQ=

Name: org/bouncycastle/pkix/jcajce/X509CRLStoreSelector.class
SHA-256-Digest: 9HOb4M7MrMllLMkxDdzGJ98XODXVs73c0xjq3F0ziW4=

Name: org/bouncycastle/cert/jcajce/JcaX509CertificateHolder.class
SHA-256-Digest: RSr/N2N6fMgCqYeyW2WCIkJtE6sEnIgArHid/Wj8Zhw=

Name: org/bouncycastle/operator/KeyUnwrapper.class
SHA-256-Digest: GFgaHGPUEWEhENLOqiyLkQGK9GBAfiwKkg/TDLAtfdo=

Name: org/bouncycastle/operator/bc/BcContentVerifierProviderBuilder$Si
gVerifier.class
SHA-256-Digest:
 ipxe541OvumEfDwfWv5jbc2C8urED7BvHzVL7r4L8SA=

Name: org/bouncycastle/cert/selector/MSOutlookKeyIdCalculator.class

SHA-256-Digest: BKU7dMRNVd+f2ykuEILacNwxC/3bsQadxvY454yMS38=

Name: org/bouncycastle/dvcs/DVCSException.class
SHA-256-Digest: vH7DPxVyEvkbEAZN99OiX0qWqFjTn2BbOPGf2GB1OHQ=

Name: org/bouncycastle/pkcs/bc/BcPKCS12MacCalculatorBuilderProvider.cl
ass
SHA-256-Digest: 2IzW63a+tDaND9r/Z4rO6E6Wje4yI3dJpWRo2AM75ps=

Name: org/bouncycastle/operator/DefaultAlgorithmNameFinder.class
SHA-256-Digest: tB02rrDHRC4sOjsNnp9P+81eOZVCQnfaFRhdIwd9d14=

Name: org/bouncycastle/pkcs/jcajce/JcePBMac1CalculatorBuilder.class
SHA-256-Digest: d1v3+zqbtVHzu7i/es746fwzyxTNpLjEc8xPTvRbo/M=

Name: org/bouncycastle/mime/MimeParserProvider.class
SHA-256-Digest: t7uD5PkHyCmqXqa9ITh8dqS1X/KGly20y1/e24ei4z4=

Name: org/bouncycastle/cms/CMSEncryptedGenerator.class
SHA-256-Digest: F3p0QgCqJfa2uRDg4s0uuzosZjvhhSUcce/qlr1A7lQ=

Name: org/bouncycastle/tsp/ers/ERSByteData.class
SHA-256-Digest: /TYxGRLvUsbcvpuxc+lF1qcBh/8FTIndJPTw0a82LFQ=

Name:
 org/bouncycastle/cert/cmp/RevocationDetails.class
SHA-256-Digest: 8ry+Oa5UheHmAF2Wd2eGxF+y2GzZVjMeDheKhZplDag=

Name: org/bouncycastle/pkix/jcajce/X509RevocationChecker$2.class
SHA-256-Digest: dnTEHodk6fMM7GP6Pd3NQgspXNG3CL+R51qfD91BLBY=

Name: org/bouncycastle/mime/BoundaryLimitedInputStream.class
SHA-256-Digest: EDiJ6Z86ChYP/qCKvQ6u50yzYPuGMcq0q9GON2cW3bM=

Name: org/bouncycastle/cms/CMSEnvelopedGenerator.class
SHA-256-Digest: xA/YllN+4I6f7XeSrKFxdRMee+GyWLlRIFUTRZ+qJzc=

Name: org/bouncycastle/cms/jcajce/EnvelopedDataHelper$1.class
SHA-256-Digest: Usl45xf1rMGl1H9dHDyu3qOvmrkLV+3xtjcQQ9GJ4iM=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeRecipient$1.class
SHA-256-Digest: aZT/vn2IybpOwTa5dYqVKnWJ+soX4/aRVcccMjC6chg=

Name: org/bouncycastle/openssl/PKCS8Generator.class
SHA-256-Digest: NuMwytwV0DZUPyA4tEldVNLaIz8MVU5AafsfdZ0pfKg=

Name: org/bouncycastle/cert/crmf/PKIArchiveControlBuilder.class
SHA-256-Digest: S3qHUxe3u0TChZ61cBEHXy7VV+3+oQsRwGYETsl84ss=

Name:
 org/bouncycastle/cert/ocsp/RespID.class
SHA-256-Digest: mxTqK3AET3+O62+j/XzYvRHtIRCis2BplwkigdjB+C8=

Name: org/bouncycastle/its/jcajce/JcaITSImplicitCertificateBuilderBuil
der.class
SHA-256-Digest: 0J1PEJAPZ6gdjWrK7a+w5UuMa7XIRGGeQks1c/NfdNs=

Name: org/bouncycastle/tsp/ers/ERSEvidenceRecordStore$HashNode.class
SHA-256-Digest: LxI7EZZ5n76qt/wg8/hhoUcR3GuhKpIQ60cP/9jXEuM=

Name: org/bouncycastle/its/bc/BcITSImplicitCertificateBuilder.class
SHA-256-Digest: /GBb6hif4t3sRlN3PquhC99YMu5+mxo8JQC8Y1yl9I4=

Name: org/bouncycastle/tsp/TSPUtil.class
SHA-256-Digest: vu6zjUuhmx+2FieJqbbY6uMvpEvf6sj/1t+Bz2QkFgU=

Name: org/bouncycastle/dvcs/DVCSRequestInfo.class
SHA-256-Digest: yFmPdXIc89xSI4QaF3oGhU4YKAvGgHfmuVn4enlgUSg=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$13.class
SHA-256-Digest: VJAei0Vxk4oeGJiKXXcBL6PhhfM6JDQOVgGtguHjSy8=

Name: org/bouncycastle/pkcs/PKCS8EncryptedPrivateKeyInfoBuilder.class
SHA-256-Digest: eaoMFybHaSJTDhmVomXbKP0m7X3cnzMvhcUhGhXgo+8=

Name: org/bouncycastle/est/ESTResponse$2.class
SHA-256-Digest:
 x3ZUQY0UQROoha+VSRCU8I0qY8/AJ5EmbnaD7KokQs4=

Name: org/bouncycastle/tsp/ers/PartialHashTreeVerificationException.cl
ass
SHA-256-Digest: 2BXCyVvlZqsXxtY0es6l2d462g8BQ4VEPzrv6G+K5dM=

Name: org/bouncycastle/mime/smime/SMIMESignedWriter$Builder.class
SHA-256-Digest: q/vjv9GHvdEQtF19Q54/DOGQg+pSWBjFCYDZcAg2z7c=

Name: org/bouncycastle/pkcs/bc/BcPKCS10CertificationRequestBuilder.cla
ss
SHA-256-Digest: Pgnpoi91Kz+PgIb1PNJRozIY8URwzCvecfT0+dbZ67g=

Name: org/bouncycastle/eac/operator/jcajce/JcaEACSignerBuilder.class
SHA-256-Digest: 8USgjWLwochMPB3CLva/fFVA9kgyETS8Tpj2As22QM8=

Name: org/bouncycastle/cms/CMSProcessableByteArray.class
SHA-256-Digest: qLPag9LRPSdmu2oTtpJLsvj8Mi46kq14IKbKAn8S/Ow=

Name: org/bouncycastle/eac/EACCertificateRequestHolder.class
SHA-256-Digest: CrYSqZFRAgA/LYvIWTfdrjf15xnqBLex3WmAyjs1PZ0=

Name: org/bouncycastle/cms/SignerId.class
SHA-256-Digest: xh/Sr7c3cXRY+LvvpRjwFAsQU8M4E/pmFeNbNqGjZsY=

Name: org/bouncycastle/cms/PasswordRecipient.class
SHA-256-Digest:
 JFn8oqz/EsijFLxgfBXpDWx3GrXa6ajHiDidgpp8wdk=

Name: org/bouncycastle/cms/bc/BcKEKRecipientInfoGenerator.class
SHA-256-Digest: QVdh+oTN8ktgCe64oDonUsaekthc+vPi44joU5xsjfU=

Name: org/bouncycastle/cms/CMSAlgorithm.class
SHA-256-Digest: sRRl+BWERDjq151VQ2Vexje9Hiih10tenpNEJ7m1S+o=

Name: org/bouncycastle/cms/KeyAgreeRecipient.class
SHA-256-Digest: HpWQC2WxrWj71fqlj2R+q/ceHJKRk5Yopz02idKQsbc=

Name: org/bouncycastle/eac/operator/jcajce/NamedEACHelper.class
SHA-256-Digest: Hgb0egu5a1+B7zroI4Pg+sMuXt75yx8hP8o03L8o7jM=

Name: org/bouncycastle/cms/jcajce/JceKEMRecipientId.class
SHA-256-Digest: dSXoGJW0TRDW4NbvZuZEYZEfOFjBYvtFQOTpfwpZjGA=

Name: org/bouncycastle/cms/KeyAgreeRecipientInfoGenerator.class
SHA-256-Digest: GzNxxCXRdxhP3wwAcHAoGhwJXHRlto05r/tS4qzY2QY=

Name: org/bouncycastle/operator/MacCalculatorProvider.class
SHA-256-Digest: ZBhVaxIGgTNkC3DG8UnB1Zmi9y9V7HdgH+tThcdUC6Y=

Name: org/bouncycastle/cert/X509ContentVerifierProviderBuilder.class
SHA-256-Digest:
 BhZ7teZfOlaSCocKbKZ13/4Rvmjj9imNVIuczeCHaRc=

Name: org/bouncycastle/tsp/ers/SortedIndexedHashList.class
SHA-256-Digest: azDOVWwibflnMcQryGMHVl7tb+Lpb1yPF8PCdFkA2tI=

Name: org/bouncycastle/cert/dane/TruncatingDigestCalculator.class
SHA-256-Digest: IFWWz32+04TuhhXhwQPOxytG3besSLadM7oXbSJNgf0=

Name: org/bouncycastle/mime/MimeParserContext.class
SHA-256-Digest: T0tZk1rt/EqrbvExm1yFUK98nMQMogIEa1Q+it0G/u8=

Name: org/bouncycastle/cert/jcajce/JcaX509ExtensionUtils$SHA1DigestCal
culator.class
SHA-256-Digest: r0CjRnnF5DbrtrdYrur+IVf1Vg84EtK8GkMPtZmtYAE=

Name: org/bouncycastle/cert/dane/fetcher/JndiDANEFetcherFactory$1.class
SHA-256-Digest: gDFaPniTwSvqgpPJa1jEyuzw9L9ar2b9zO5Eo6FBIms=

Name: org/bouncycastle/cert/crmf/jcajce/JcaCertificateRepMessageBuilder.class
SHA-256-Digest: 82OJn3idL5KANQiKLvwLsKxefJ69K4sf0He8BxCOnLA=

Name: org/bouncycastle/its/ITSCertificate.class
SHA-256-Digest: 3d7B1fiNdXzZt5l/xyVKY5YkNM8bPEDC3T++LXQTUKc=

Name: org/bouncycastle/cms/jcajce/RFC5753KeyMaterialGenerator.class
SHA-256-Digest:
 r1/NvJmDZIduz7kwlUFRd91wX3dBGBx8Vhn0eLlVRIo=

Name: org/bouncycastle/operator/ContentVerifier.class
SHA-256-Digest: TZyA0ElGNgwBVLwpT7QS2aJ7P5Eu/lDZNH1nLrzGCEY=

Name: org/bouncycastle/openssl/jcajce/JcaPKIXIdentityBuilder.class
SHA-256-Digest: gBUM9uxP9Oc0vrJLpiHBlB3j3t7rZgG27ORYNWIaYcs=

Name: org/bouncycastle/operator/DefaultSignatureAlgorithmIdentifierFinder.class
SHA-256-Digest: aBlOc731e49UGbHFyOp7AKY3AHzV9GRmi+ViG+bH3vw=

Name: org/bouncycastle/cms/jcajce/JcaSimpleSignerInfoVerifierBuilder$1.class
SHA-256-Digest: NQWgNI7XHz3DjQPcwH2EnBUeCPNuYl645gVyyOEyxu4=

Name: org/bouncycastle/pkix/jcajce/X509RevocationChecker$LocalCRLStore.class
SHA-256-Digest: r066kDfvMB8q9ZVDOnY333H/pOkgM5FmSKfXZbUmElA=

Name: org/bouncycastle/cert/jcajce/JcaCertStoreBuilder.class
SHA-256-Digest: 6oEVoXc4G1PepPPymNh1MgyED8puoNor+BsM3/S+Rwc=

Name: org/bouncycastle/est/HttpAuth$1.class
SHA-256-Digest: Tjh71ThsN+qpR7//XCuV/lfpwCLgo3UeJPmY6MNwEK0=

Name:
 org/bouncycastle/mozilla/jcajce/JcaSignedPublicKeyAndChallenge.class
SHA-256-Digest: 8fS97M1sxiMoIPVKfJ+Ci4cxl1PfklhWwfX9xudIlNs=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$15.class
SHA-256-Digest: rwf6YQw3QPBCuFzD7KwWiN4zSW/2h4zXWZsiCMlOJYM=

Name: org/bouncycastle/pkix/util/filter/UntrustedInput.class

SHA-256-Digest: WNwMXTV9kixxrUZgAFwpxXEwyGD7DqdfnZ6b5OO8+jc=

Name: org/bouncycastle/est/EnrollmentResponse.class
SHA-256-Digest: ZKEBMtheFwc+KGhf6u4wi1J4cMIezH/YLcKpomoRiG0=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransEnvelopedRecipient.cla
ss
SHA-256-Digest: uZuCqN9AospieyZahwCMn3xTdqk6zuyYj/qMLqqQZis=

Name: org/bouncycastle/mime/smime/SMimeMultipartContext.class
SHA-256-Digest: ZPh3zO+dl/RLicALLhE0DbF79+4u6MTzaGnlW/GgJfc=

Name: org/bouncycastle/pkix/util/filter/Filter.class
SHA-256-Digest: Be137AYUZMaRSUIPn9fc4RF/jtaWSZ85qGvfOx0Nwt4=

Name: org/bouncycastle/cms/jcajce/JceKTSKeyTransAuthenticatedRecipient
.class
SHA-256-Digest: z1tr4GtxMrU0/QZk7qQ+okO80uyFhEyYTMhA16xqK88=

Name:
 org/bouncycastle/cms/SignerInformation.class
SHA-256-Digest: z7BXfX1o65nECwi7DiIvwbbl91FKXk1EnYR0qPZw4qU=

Name: org/bouncycastle/cms/bc/BcKeyTransRecipientInfoGenerator.class
SHA-256-Digest: 6IGANnzriw7D7i8K1Q1rBzrMSXk1rPMxwtA8Hx4Bong=

Name: org/bouncycastle/operator/jcajce/JceSymmetricKeyWrapper.class
SHA-256-Digest: jk4XCaKR5KvpaKbOzI91vfj5UjSf/BYxv4982Jmj+iI=

Name: org/bouncycastle/pkix/PKIXIdentity.class
SHA-256-Digest: zBard500duNk/4SMNXDet/aoknMn+2sk7HSvXGl0e+4=

Name: org/bouncycastle/its/bc/BcITSPublicVerificationKey.class
SHA-256-Digest: jTm27nE6ApLqy/gxarvQIillptUAB4BYwtkghx5fBJM=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er.class
SHA-256-Digest: 6LaB0KIh9SOMsVdo3QsG5ige0v+KWxCvUbPlFnSU6W0=

Name: org/bouncycastle/its/bc/BcITSContentVerifierProvider$2.class
SHA-256-Digest: JxNYQtUSwit/ppoRYxf6ra1DfIUI5s1a43fpet/PSFE=

Name: org/bouncycastle/cms/CMSAttributeTableGenerator.class
SHA-256-Digest: 2bcM8YB66v3yEVg4P8+Yerk3MhTFwE4fxdKQN/QLtZ4=

Name:
 org/bouncycastle/cms/CMSEnvelopedDataStreamGenerator$CmsEnvelope
dDataOutputStream.class

SHA-256-Digest: vmUPUng9CSZCnBrqlNDSO6TvRYDf8WC/8tDFt3Vc8CI=

Name: org/bouncycastle/mime/BasicMimeParser.class
SHA-256-Digest: dVFoE5ottJEv7F3rfR1mHLa6spyR4GC56XderIMwHjk=

Name: org/bouncycastle/cert/dane/DANEException.class
SHA-256-Digest: fPLwY6KZOS684IECk6aAbTeRVzgWsYav0JmCCrDACOc=

Name: org/bouncycastle/cms/CMSAuthenticatedGenerator.class
SHA-256-Digest: 9lj5se86XJZ2nh6UKULBMARus5HSSHKPRWXrX8WmnGo=

Name: org/bouncycastle/operator/bc/BcRSAAsymmetricKeyWrapper.class
SHA-256-Digest: c9nQnkEyA7tAmkrJZvYRl1b02nmP+Xbtk0n/MpMc5rQ=

Name: org/bouncycastle/cert/crmf/jcajce/JceCRMFEncryptorBuilder.class
SHA-256-Digest: wmJZKl8V5nJHLtJ4tXAiZJ7esAOok1YGpGKr7x0gqwM=

Name: org/bouncycastle/pkcs/PKCS10CertificationRequestBuilder.class
SHA-256-Digest: 7+fG3Z9IxICgSBqQGPstkZCmUfcvHVnVnph3FvM0plQ=

Name: org/bouncycastle/cms/bc/BcPasswordRecipient.class
SHA-256-Digest: pmBUchYVW+l33PAvemHYRc/aTsYfn2amI2Jicz78+sY=

Name:
 org/bouncycastle/cms/SignerInformationVerifier.class
SHA-256-Digest: Oc4P1he96Gt14dHPsxOfVdxiDusEsxotpknVPGsgCP0=

Name: org/bouncycastle/cms/CMSAuthenticatedDataParser.class
SHA-256-Digest: mIGtS94mpNDKbP+x9s9JljCQSvQSa1uVLneGFJawx1o=

Name: org/bouncycastle/openssl/PasswordFinder.class
SHA-256-Digest: H6j2+EZhv9H0oJlhqfVhjwDBGMOgCFB4BiTAtE4jbUk=

Name: org/bouncycastle/pkix/jcajce/ReasonsMask.class
SHA-256-Digest: yeV/LTbBLIsSQENHHg7ytkIfNQLboKpUrm2XXGLS54s=

Name: org/bouncycastle/est/ESTClientProvider.class
SHA-256-Digest: ur9yBosU9oW8C/x3XjzkbvX3Qo9+U3C4eF7Hi6f2/ME=

Name: org/bouncycastle/est/ESTResponse.class
SHA-256-Digest: cYjs8VG1Mv+h7xr2YMMePOjbbjl6cmAHiFw5Hk+mIcQ=

Name: org/bouncycastle/openssl/jcajce/JcePEMDecryptorProviderBuilder$1
.class
SHA-256-Digest: yb90D3WuGJYbMDXPHoOBoXHO5MByPUJTBpt+vV883I8=

Name: org/bouncycastle/cert/ocsp/SingleResp.class
SHA-256-Digest: nBrCjuC6C2VbWZWmTJP6knq8139k1XvhLoPbXSCKSho=

Name: META-INF/versions/9/OSGI-INF/MANIFEST.MF
SHA-256-Digest:
 nc/YZ1k0dcRNESG0qanhrUQ2BPf5GSEUOR3Z36hW8iA=

Name: org/bouncycastle/operator/InputDecryptor.class
SHA-256-Digest: nM0iEyEsavsLByO5LTVBnTvjCId3ZWgHiw9Hd5EoXLw=

Name: org/bouncycastle/voms/VOMSAttribute.class
SHA-256-Digest: hqeJcXCpOmLKfg+YfTe9N6DgeT/AQFvGp51mk8clfRM=

Name: org/bouncycastle/cert/jcajce/JcaX509v2CRLBuilder.class
SHA-256-Digest: S2ZTktUIh16jj3dVtvaZd6X3XINH0P5qy5cmI031Yhs=

Name: org/bouncycastle/est/jcajce/JsseESTServiceBuilder.class
SHA-256-Digest: q7/wtpzpLnzJrfGK1WUCuy7vj0xUx67DefZ3l3M+rTg=

Name: org/bouncycastle/cms/CMSVerifierCertificateNotValidException.cla
ss
SHA-256-Digest: d777ppPV/rsoBhlwmGTj4TOUbTB1i5jZtzTMTL7chKU=

Name: org/bouncycastle/pkcs/DeltaCertificateRequestAttributeValueBuild
er.class
SHA-256-Digest: 8HRuJHJSuw21q3y2XjgeYloczfwQIsCXhHgTqdesQK0=

Name: org/bouncycastle/openssl/jcajce/PEMUtilities.class
SHA-256-Digest: FA3kWJ43ZVyth/6XCUkL8Ly62bwaVbiuWuiTs8bq0EM=

Name: org/bouncycastle/est/ESTService.class
SHA-256-Digest:
 oRInsEZ1bynARRx+f+JUVNo4eJAdOJFtKw8vL+R1wMs=

Name: org/bouncycastle/cert/crmf/CertificateResponseBuilder.class
SHA-256-Digest: QEXgQ8uKZ4KdbQgcE5jwDFWjHrt355XXXlJPv2uKYSI=

Name: org/bouncycastle/cert/crmf/PKMACBuilder.class
SHA-256-Digest: 8GU/kBdm/JbU3NAu8RjM+LKJnJ+3+JwRFI1prBm1izg=

Name: org/bouncycastle/eac/EACCertificateBuilder.class
SHA-256-Digest: iDRCy6kAtyuFc2LYsA4d0jyL0qcCFOhybRB9fRoqxmk=

Name: org/bouncycastle/cms/jcajce/JceKEKAuthenticatedRecipient.class
SHA-256-Digest: m6rW/ZXPlKc8A/iaUw+ZgnxjRV5m7LoynYvI+GU11Yg=

Name: org/bouncycastle/openssl/PEMKeyPairParser.class
SHA-256-Digest: qKD3HYywkRVUqXPnEU7gSzXZfCnBoXucgV+9T2k+OHU=

Name: org/bouncycastle/cert/cmp/ProtectedPKIMessage.class

SHA-256-Digest: xyu+8XDCkWYoMgnl+LXVfL8WIyApxChmd6BDhKmUvb4=

Name: org/bouncycastle/cms/CMSAuthEnvelopedData.class
SHA-256-Digest: DYWPZvWYKa5NV7jOTTlEqirzJB0EMiQYDRWsAXkj+qU=

Name: org/bouncycastle/operator/PBEMacCalculatorProvider.class
SHA-256-Digest: DIJ+Jk0aARudfzjYTcWKEks7UE/2kew6gZBAd45CqCI=

Name:
 org/bouncycastle/cms/bc/EnvelopedDataHelper.class
SHA-256-Digest: Eb00CAWTL/2Jtqgtd5+VuZt3BC1Rxbdbvt8ilCx2ASQ=

Name: org/bouncycastle/cms/jcajce/JceKeyTransEnvelopedRecipient.class
SHA-256-Digest: vv4a1uMBOw1i/ecvQIVJDvxjaLISkbdJE/fKdj+zcjo=

Name: org/bouncycastle/pkcs/bc/PKCS12PBEUtils.class
SHA-256-Digest: ec2FeiyFYe6bFzkxTEs1uGVwKZNNd0FqnWOGrLsnjZw=

Name: org/bouncycastle/cms/CMSCompressedDataGenerator.class
SHA-256-Digest: xMH4sI6D6lzFNW7sIeP0Rmiq8hJJt2vIuIiTig3Z6Sc=

Name: org/bouncycastle/operator/DefaultSignatureNameFinder.class
SHA-256-Digest: 86WwS4WRV+G3O5TKXcPWqIwnU7LY6XB4mz2QEXtRsyw=

Name: org/bouncycastle/its/jcajce/JcaITSContentVerifierProvider$1.clas
s
SHA-256-Digest: sUGIqfR8r+5rEGMFojswpcm91tvUEGWqXm3UVhXexWs=

Name: org/bouncycastle/pkcs/jcajce/JcePKCS12MacCalculatorBuilderProvid
er.class
SHA-256-Digest: lRDHb4KANH+ply6ytUU9Spodp9sFWt0AB7k7H15vJgI=

Name: org/bouncycastle/its/jcajce/JceITSPublicEncryptionKey$Builder.cl
ass
SHA-256-Digest:
 IaeKMkHWsJBK6NkR+o8bAEYuhfcEQu0CfZsbndH1NNw=

Name: org/bouncycastle/tsp/TSPException.class
SHA-256-Digest: Co+WVLwh6dTio/nbaAWTWMTjK3YBoi48GPdBPzaSioU=

Name: org/bouncycastle/cert/crmf/EncryptedValuePadder.class
SHA-256-Digest: 2xhXTaNoV42XaZFfgC1e67NvJKBP3jMmxAe5MracEEY=

Name: org/bouncycastle/cms/jcajce/JceCMSMacCalculatorBuilder$CMSMacCal
culator.class
SHA-256-Digest: 1U/z2LR8XsOYHGsQUjPXeO0d9o/rxgUXvcXGAHKwfGA=

Name: org/bouncycastle/tsp/ers/ERSCachingData$1.class

SHA-256-Digest: z1CxwdRq8SxDza2U9hxAE5uocjCTbeh14cRchR8T+uw=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$18.class
SHA-256-Digest: Dgg1dDqn4wTbW4Puvv5BQWcCPNTp4OWDVJ3v9f5ab20=

Name: org/bouncycastle/openssl/jcajce/JcePEMDecryptorProviderBuilder.c
lass
SHA-256-Digest: DxlAaXW6UXIFG35p/UIZG2T4HuvT19RL1YqHP1p+YVQ=

Name: org/bouncycastle/est/ESTException.class
SHA-256-Digest: MgdAIDZgQmLKt9h9w05ubCXGFUrGn8LIdB2jQ35KXB8=

Name: org/bouncycastle/operator/bc/OperatorUtils.class
SHA-256-Digest:
 0sKTCWulwwF7JF1gPIvmlDbpUV4ROLQp3+Fq4gCUWB4=

Name: org/bouncycastle/operator/jcajce/JcaContentVerifierProviderBuild
er$SigVerifier.class
SHA-256-Digest: lbGdexuzahR782q29z4Kd9MfKYeFBG/WhwwZCW85zD4=

Name: org/bouncycastle/cms/OriginatorInfoGenerator.class
SHA-256-Digest: qoSYrLYdzLRhfEiD0ojezfM93CQ5c+/q9sNPjbJVOCA=

Name: org/bouncycastle/cms/jcajce/ZlibExpanderProvider$1.class
SHA-256-Digest: JfweuEIuQHp8LRwCneSLHUJD4i5X1Nl75V8KVgruLyE=

Name: org/bouncycastle/est/Source.class
SHA-256-Digest: fo9xma2psSw7b+2vpWy/GP0CS//KfRva2PmUcWJYwJ4=

Name: org/bouncycastle/operator/bc/BcSymmetricKeyWrapper.class
SHA-256-Digest: dITugHx3CgEACryyYkbI7F2KvQvmdPH9o/jno31EKC0=

Name: org/bouncycastle/pkix/util/LocaleString.class
SHA-256-Digest: Aw3z9MZ0a6taqX2RzhnUxoOJ1ZYpZjqfFgXGsJKVkO8=

Name: org/bouncycastle/cert/crmf/ValueDecryptorGenerator.class
SHA-256-Digest: CWoKu47FFNWau0WhXIo/X/6J28cFKcUVNQrl0geFaek=

Name: org/bouncycastle/its/jcajce/JceETSIKeyWrapper.class
SHA-256-Digest: 29E92Fcl1If/zi3On9sUHDHz6hez1A8xber0i5lGIwA=

Name:
 org/bouncycastle/est/CSRRequestResponse.class
SHA-256-Digest: fUrdc0fVgecSlZGxNlQwJR7zH16FPetMzxDOlAX5Yes=

Name: org/bouncycastle/cms/CMSAuthEnvelopedDataStreamGenerator$CMSAuth
EnvelopedDataOutputStream.class
SHA-256-Digest: fVaKMZZ+xXXlxf7k6DZMOTGCjj+DqVsAKGO6P6vID5M=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$17.class
SHA-256-Digest: WhLqEdR0uCn+iZGCUtlCcMcwPaP8ujfv9dbH2oGfiIA=

Name: org/bouncycastle/cert/ocsp/BasicOCSPResp.class
SHA-256-Digest: 9hv4chlXYxCpRaXsW41iMBJ414qlfaEyqJf/Oxf7eYs=

Name: org/bouncycastle/dvcs/VPKCRequestBuilder.class
SHA-256-Digest: 7p3XK2xtUU4r3DDH/WrajlsOLJGwRlROxwGAUl4UTrY=

Name: org/bouncycastle/cert/X509ExtensionUtils.class
SHA-256-Digest: LhfLVr4WKTLltNeDE/AxAq2Ol3Y2NRwznRjSoHXa+Js=

Name: org/bouncycastle/its/jcajce/JceETSIDataEncryptor$Builder.class
SHA-256-Digest: DilzftuMnGdDq/7PmF14vYuizHf6bzwOGrANaH2o/mI=

Name: org/bouncycastle/openssl/PEMParser$PKCS7Parser.class
SHA-256-Digest: Sp7Wl3j8FLpkisIRcnkonkxywGEt4oBG8zr7KlGR6dE=

Name:
 org/bouncycastle/its/bc/BcITSPublicEncryptionKey.class
SHA-256-Digest: h6LxOuB0l6oT980jPDcpmGEByyaJ99Le049Jq6x+BmM=

Name: org/bouncycastle/cms/RecipientInformationStore.class
SHA-256-Digest: 9OH/sMpsgTzEoXqwPPsFvV6BEzFsaPUvdDuuZ1HJL+8=

Name: org/bouncycastle/openssl/jcajce/JcaMiscPEMGenerator.class
SHA-256-Digest: DxVszH4nUbgQ4AG9gYMxnlYTSmHRawVVknGOr/qpVOI=

Name: org/bouncycastle/cert/X509CRLEntryHolder.class
SHA-256-Digest: PhdWWW7EbhWA+QgRO7rq3rlZGvmloU5eOi2nkwl9IZ4=

Name: org/bouncycastle/cert/ocsp/BasicOCSPRespBuilder$ResponseObject.c
lass
SHA-256-Digest: ycqPiS/xWjosRHBEaGMtAebW/hEcirRLDu0Cg81knOY=

Name: org/bouncycastle/dvcs/CPDRequestData.class
SHA-256-Digest: w4M6ObzC2dVpkvHpg6IzJH0pQE509niBwu3N/nGSflM=

Name: org/bouncycastle/mime/encoding/QuotedPrintableInputStream.class
SHA-256-Digest: GBh97I4v0Q2fJkvSdwkGgqhTCdOf2BaOBkEIPKbdxtY=

Name: org/bouncycastle/its/ITSPublicEncryptionKey$symmAlgorithm.class
SHA-256-Digest: WXvsHhTwaWYqjsppRqxNXoSXSXnEJE5Vl2TlI/r3q+4=

Name:
 org/bouncycastle/tsp/ers/ERSArchiveTimeStampGenerator$IndexedPar
tialHashtree.class

SHA-256-Digest: h+172pG7goUi8y9FFacd/R53qoinWw2iPtv/oJf4eCM=

Name: org/bouncycastle/cmc/SimplePKIResponse.class
SHA-256-Digest: aLcG+b02YcJO1hx4MeX+dowCamWBd5JhY+EyVMKjHck=

Name: org/bouncycastle/cms/jcajce/JcaSignerInfoVerifierBuilder$Provide
rHelper.class
SHA-256-Digest: q4wJEryi8kzt88TLadh2mtIGimDLiFxGS+34V4YM+pg=

Name: org/bouncycastle/est/ESTRequest.class
SHA-256-Digest: 00nub7ODdRR496JJ4iOewUTLCT/56kcfW41+yVysDZo=

Name: org/bouncycastle/cms/DefaultCMSSignatureEncryptionAlgorithmFinde
r.class
SHA-256-Digest: tWzCFHHDH31Q8M3V/FXMxjsTdecISvhx03H4ygH60Pg=

Name: org/bouncycastle/cert/jcajce/JcaX509CRLConverter.class
SHA-256-Digest: b+QUP7wdSM++hup2OVUEe7Z0g3+c+WYkwsuzb0An1JM=

Name: org/bouncycastle/pkcs/bc/BcPKCS12PBEOutputEncryptorBuilder$1.cla
ss
SHA-256-Digest: OpigcJ+YYp4toAQ3xUucFRePy2Nudi9d8XNIWClPR6E=

Name: org/bouncycastle/operator/bc/SEEDUtil.class
SHA-256-Digest:
 5neHJRGMLNjtJC5jGqWtGcVWGL8xmGcYJZK++pSBTac=

Name: org/bouncycastle/pkix/util/filter/HTMLFilter.class
SHA-256-Digest: weOBT5V0hGMhFzj08pvuMQHd1HblJjqEbFwLbwuXMf8=

Name: org/bouncycastle/operator/bc/BcDefaultDigestProvider$19.class
SHA-256-Digest: Q7KAkyzCOTu+/y7khXGWjUoPugNtxOgk4WjX5EJhz8I=

Name: org/bouncycastle/operator/bc/BcHssLmsContentSignerBuilder$HssSig
ner.class
SHA-256-Digest: hjQ7KTy563He00ZdFwFgPg97Xht+WCfLYQLMManrDKM=

Name: org/bouncycastle/operator/jcajce/OperatorHelper.class
SHA-256-Digest: ScpNUItWz2bVKVH/CdJ/V6j0GT3gdrQkJOXd8P8z8Fo=

Name: org/bouncycastle/operator/bc/BcRSAAsymmetricKeyUnwrapper.class
SHA-256-Digest: m6tyf5+sLzQlwCjLyUfSqWkkYkYguXSWt7URx/SNucM=

Name: org/bouncycastle/cms/PKCS7TypedStream.class
SHA-256-Digest: V/VLygmQP3MKvZt+g3xbD5wnEdSLbed8d3fbtsjjgCA=

Name: org/bouncycastle/openssl/EncryptionException.class
SHA-256-Digest: +tLtZVfpuSV/yQR6xFm4gGwbmdum6daiVU/6Knv0zKo=

Name: org/bouncycastle/dvcs/DVCSResponse.class
SHA-256-Digest:
 ntqQcnKV23wpinS3bhT77srIZ989BfGzmYAUn+La5JM=

Name: org/bouncycastle/openssl/jcajce/JcePEMEncryptorBuilder$1.class
SHA-256-Digest: YdecdsCn5dCXJXmcwpvGNSuRCTTEPc+uU3BBoXQA9SU=

Name: org/bouncycastle/cert/cmp/CMSProcessableCMPCertificate.class
SHA-256-Digest: B+cID2cUiOBjz0wA8A69HT+sDiVphwVBcMaJZ9fYmyk=

Name: org/bouncycastle/cms/jcajce/JcePasswordAuthenticatedRecipient.cl
ass
SHA-256-Digest: J1PNfgRhiH7TOHa71X+21ltUlu45YsToZDiH7+U1Hqo=

Name: org/bouncycastle/cert/cmp/CMPUtil.class
SHA-256-Digest: L2vGZB5jexjA7MkQnlaptxjatQu0aHOBMBHXDGVbfgY=

Name: org/bouncycastle/operator/jcajce/OperatorHelper$OpCertificateExc
eption.class
SHA-256-Digest: 0Z20hJNgWPJM7VLrp6OHfMMFREu5tiC5aouRjg/kcaQ=

Name: org/bouncycastle/cert/crmf/jcajce/JcaCertificateRequestMessageBu
ilder.class
SHA-256-Digest: eUBvtvCEVyZ7srScN0gbIjwV92PbX0BzOEmvkUVlCag=

Name: org/bouncycastle/cms/CMSSecureReadableWithAAD.class
SHA-256-Digest: AHXKLSuA0XTUK0YOW8bo2eTU07omOSYYYenq+XROGV8=

Name: org/bouncycastle/cms/bc/BcRSASignerInfoVerifierBuilder.class
SHA-256-Digest:
 zvLdCsMXDpJAx6klaX+A2XX3IRy16lZYIW4WIZzgVz4=

Name: org/bouncycastle/dvcs/MessageImprintBuilder.class
SHA-256-Digest: CCqv/eBTpr2rOyKAX4a67p3YNgLBfuPG3O8UoliFnO4=

Name: org/bouncycastle/cert/ocsp/UnknownStatus.class
SHA-256-Digest: lMNMSUEyEriSqvWrmcnsU2/Z7IPpH5/s4hUKf+j/Eu8=

Name: org/bouncycastle/openssl/PEMParser$X509CRLParser.class
SHA-256-Digest: fNlDKQS1Z8+Qh7zU7vg7tyicYn8KDJsqEuSJtr9NK4U=

Name: org/bouncycastle/operator/AlgorithmNameFinder.class
SHA-256-Digest: +2T0POSs1nKfM3VnDBzJrvWz1+tTMCZ9n5yA9or/gao=

Name: org/bouncycastle/dvcs/VSDRequestData.class
SHA-256-Digest: FZhqVuOV9tz55u4aR3cL/ZW9Y8VwQFP7x9Eh9XOuMF4=

Name: org/bouncycastle/cert/DeltaCertificateTool.class
SHA-256-Digest: 1TM1D/tM4pAIr0WXjfeyhfKKrPq2BMBEuKOEPb+yPDc=

Name: org/bouncycastle/cms/KEMRecipientInfoGenerator.class
SHA-256-Digest: xRJ7ebOBe4uPIpSOESa1qwfA1TkEq0jgQoLX3ZhbWx0=

Name: org/bouncycastle/cms/OriginatorInformation.class
SHA-256-Digest:
 Z7BTcaPcmPIKQ1pzjoJCr/fkkg4RsOi201qQvfNlIHc=

Name: org/bouncycastle/cms/bc/BcPasswordEnvelopedRecipient.class
SHA-256-Digest: 3OuaydgivuarfAzOjcXW520Pht4xMpBHPGk3aATCAtg=

Name: org/bouncycastle/cert/crmf/bc/BcCRMFEncryptorBuilder.class
SHA-256-Digest: dmVdMKkZuvPcLpNqyh3tXSC2yYeTzjWE62QYhp2fdC8=

Name: org/bouncycastle/cms/jcajce/JceKEKAuthenticatedRecipient$1.class
SHA-256-Digest: kXAr8QHB9TBiEe9fEUONb0RYIUdAQ+clgt0BVE0loyI=

Name: org/bouncycastle/cert/selector/X509AttributeCertificateHolderSel
ectorBuilder.class
SHA-256-Digest: /wn2F5YPdQuY81jcwtvcSRsngKJsHaVaU8q+qINt0P4=

Name: org/bouncycastle/cms/jcajce/JcaSelectorConverter.class
SHA-256-Digest: f3EBiRRdkNNZrQvV3g7wUUdQrfswrBTqXE00wBcZFI4=

Name: org/bouncycastle/cert/jcajce/DefaultCertHelper.class
SHA-256-Digest: pjveFkU6impbkYPVMil5AfJCzmRMfowJ70FLJVQONDQ=

Name: org/bouncycastle/cert/crmf/AuthenticatorControl.class
SHA-256-Digest: XrdL0Jae9MHgDfx+3mQlajRF6/UcatRGGj8I3KSh5ps=

Name: org/bouncycastle/openssl/PEMParser.class
SHA-256-Digest:
 xZ434+HzNSQGnbJC5oQrsLnofxuR2+viAE9bGqNgFXg=

Name: org/bouncycastle/operator/OperatorException.class
SHA-256-Digest: LwJX8v9QXmi8tPiNyInMlHSoJdaEP2x/FA0MFY52uSY=

Name: org/bouncycastle/cms/jcajce/JceKeyAgreeAuthenticatedRecipient$1.
class
SHA-256-Digest: Qn2Pj1Px8xil1mzLoE1nQ8Jkh4qS4XmNwEFhveVRNgU=

Name: org/bouncycastle/cms/bc/BcKeyTransRecipient.class
SHA-256-Digest: BrLojPxjlqU0/NsIEMiToCf/bWWuynlwHKYNhRdQwmY=

Name: org/bouncycastle/eac/operator/jcajce/EACUtil.class
SHA-256-Digest: O+JG1v0pkn9I777RbaQrHBwubJske9P8FVQR9c/0d24=

Name: org/bouncycastle/cms/CMSStreamException.class
SHA-256-Digest: V2C2F+hPkmReTcIA5y24moA5B6hQVak2PGHs2KQzKY8=

Name: org/bouncycastle/its/jcajce/JcaITSContentVerifierProvider.class
SHA-256-Digest: yT+1xMjIj9JX8mdxxDDV5G9GyShHiyG538Gwi9lhy2c=

Name: org/bouncycastle/openssl/PEMWriter.class
SHA-256-Digest: vRCQ1q/HnOZ0c0HRAa9VCk30+NIWYz6iGB1H2paIkTQ=

Name: org/bouncycastle/openssl/PEMParser$X509CertificateParser.class
SHA-256-Digest:
 hOmF7TfD8+6kOutabVvuLCxErebzaB5zx04v4p0tAgI=

Name: org/bouncycastle/eac/operator/jcajce/JcaEACSignatureVerifierBuil
der.class
SHA-256-Digest: f3kFB2Koll0BzA+P6KYsak0S/JZpaEWFG9SuxTYEqSo=

Name: org/bouncycastle/tsp/GenTimeAccuracy.class
SHA-256-Digest: 1kXcxbqzcTyysVGv1pYWr3SmMRw1/qcYHPAyNB6iPxY=

Name: org/bouncycastle/cert/crmf/CertificateRequestMessage.class
SHA-256-Digest: 4bIe/059v4WoN3WurChEGjUQZeUQOKeWZFwgIOJ90oQ=

Name: org/bouncycastle/cms/CMSAuthEnvelopedDataGenerator.class
SHA-256-Digest: zduZ2k96RAIiJCvikVhO2Bhbp8hH4NDUJMhjgSqwuvU=

Name: org/bouncycastle/cms/CMSProcessableFile.class
SHA-256-Digest: cs9jwq6GledqN4GNkxsirOoOhzcXPhz0pRxIOFwWfu8=

Name: org/bouncycastle/cms/KEKRecipientId.class
SHA-256-Digest: 8/V3ZOejp3mj0FP+wD/vssRJW7SNnbMtGNsTcs/pE7c=

Name: org/bouncycastle/its/jcajce/JceETSIKeyWrapper$Builder.class
SHA-256-Digest: B8uz5dHJmiZIFORSOZRb23Mwdy2InMaI527Tpbkn8+M=

Name: org/bouncycastle/cms/CMSPatchKit$ModEncAlgSignerInformation.clas
s
SHA-256-Digest: eSL+4aUQlmkpQtY8bGrcj9J47iaj8nqeluMsVj/dJjM=

Name:
 org/bouncycastle/eac/operator/jcajce/DefaultEACHelper.class
SHA-256-Digest: hNpf4quTQmScwLxrUhazmT1jZLZOugxQVc95IQdBX/A=

Name: org/bouncycastle/pkcs/MacDataGenerator.class
SHA-256-Digest: QVDodHegQy8hF/p+m/mNEd4+0EJFN9bnJoHVaZVzszI=

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/opt/cola/permits/2707370145_1768267250.3257926/0/bcpkix-jdk18on-1-82-jar/META-INF/MANIFEST.MFManifest-Version: 1.0

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1.177 archaius-core 0.7.6

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1.179 kubernetes-model-common 5.12.4

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Found in path(s):

* /kubernetes-model-common-5-12-4-1-jar/META-INF/maven/io.fabric8/kubernetes-model-common/pom.xml

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Manifest-Version: 1.0

Build-Jdk-Spec: 1.8

Bundle-Description: Java client for Kubernetes and OpenShift

Bundle-DocURL: http://redhat.com

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Fabric8 :: Kubernetes Model :: Common

Bundle-SymbolicName: io.fabric8.kubernetes-model-common

Bundle-Vendor: Red Hat

Bundle-Version: 5.12.4

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: io.fabric8.kubernetes.model;version="5.12.4",io.fabric

8.kubernetes.model.annotation;version="5.12.4",io.fabric8.kubernetes.

model.jackson;uses:="com.fasterxml.jackson.core,com.fasterxml.jackson

.databind,com.fasterxml.jackson.databind.deser,com.fasterxml.jackson.

databind.jsontype,com.fasterxml.jackson.databind.jsontype.impl";versi

on="5.12.4",io.fabric8.kubernetes.model.util;version="5.12.4"

Implementation-URL: http://fabric8.io/kubernetes-model-generator/kuber

netes-model-common/

Import-Package:

 com.fasterxml.jackson.annotation;version="[2.13,3)",co

m.fasterxml.jackson.core;version="[2.13,3)",com.fasterxml.jackson.dat

abind;version="[2.13,3)",com.fasterxml.jackson.databind.deser;version

="[2.13,3)",com.fasterxml.jackson.databind.introspect;version="[2.13,

3)",com.fasterxml.jackson.databind.jsontype;version="[2.13,3)",com.fa

sterxml.jackson.databind.jsontype.impl;version="[2.13,3)",com.fasterx

ml.jackson.databind.node;version="[2.13,3)",com.fasterxml.jackson.dat

abind.util;version="[2.13,3)",io.fabric8.kubernetes.model.annotation

Include-Resource: ./META-INF/jandex.idx=target/classes/META-INF/jandex

.idx

Java-Version: 1.8.0_345

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Scm-Connection: scm:git:git@github.com:fabric8io/kubernetes-client.git

/kubernetes-model-generator/kubernetes-model-common

Scm-Revision: ${buildNumber}

Scm-Url: http://github.com/fabric8io/kubernetes-client/kubernetes-mode

l-generator/kubernetes-model-common/

Specification-Title:

Fabric8 :: Kubernetes Model :: Common
Specification-Vendor: Red Hat
Specification-Version: 5.12
Tool: Bnd-5.1.1.202006162103

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* /kubernetes-model-common-5-12-4-1-jar/META-INF/MANIFEST.MF

1.180 activation-api 2.1.0
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1.181 sso 2.25.47

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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/MessageDeflater.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CacheCorruptionTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HttpUrlGetTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/MessageDeflaterInflaterTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/InsecureForHostTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/KotlinDeprecationErrorTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ServerTruncatesRequestTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/graal/svm.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/osgi/OsgiTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CallHandshakeTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/WebSocketExtensions.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/MultipartReader.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/MultipartReaderTest.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CertificatePinnerTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/TlsVersion.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http/CancelTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache/CacheRequest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Interceptor.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http/ThreadInterruptTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/http/HttpMethod.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/PushObserver.kt
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/Challenge.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/ResponseBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Callback.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/ConnectionSpec.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Call.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/MultipartBodyTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/WebSocketWriterTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/AddressTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/RealResponseBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/DoubleInetAddressDns.java
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/RequestBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/CacheControlTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/OkHttpClientTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/RequestBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/SocksProxy.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/FrameLogTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/WebSocketProtocol.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/CipherSuite.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/RealWebSocketTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/RequestBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/ConscryptPlatform.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/WebSocketReader.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Protocol.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RealCall.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/TestLogHandler.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/WebSocketHttpTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/WebSocketReaderTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Header.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/FormBodyTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/FormBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/SocksProxyTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/MultipartBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Challenge.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/WebSocketWriter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/ResponseBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http/HttpDateTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CertificatePinnerKotlinTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Credentials.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/ResponseBody.kt
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/internal/-UtilNonJvm.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-ResponseCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/FastFallbackTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-RequestCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/MediaTypeJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-ResponseBodyCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/FastFallbackExchangeFinder.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/MediaTypeGetTest.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/idn/stringprepTablesReader.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-RequestBodyCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-MediaTypeCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/ExchangeFinder.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/ReusePlan.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/CommonRequestBodyTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jsTest/okhttp3/MediaTypeJsTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/idn/Punycode.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/InetAddressOrder.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/graal/OkHttpFeature.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/idn/stringprep.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jsTest/okhttp3/HeadersJsTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/idn/StringprepTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/connection/InetAddressOrderTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/idn/StringprepTablesReaderTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/connection/FastFallbackExchangeFinderTest.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/Call.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/AsyncDns.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jsTest/okhttp3/SuspendCallTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/http/StatusLine.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jsTest/okhttp3/TestCallFactory.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Call.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Response.kt

* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/-CommonPlatform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/-NonJvmPlatform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Challenge.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RealConnectionPool.kt
*

/okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Headers.kt
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/Headers.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/BridgeInterceptor.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/ConnectionPool.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Connection.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/tls/OkHostnameVerifier.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Headers.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-HeadersCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/ConnectInterceptor.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache/CacheInterceptor.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/KotlinSourceModernTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/Android10SocketAdapter.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/CacheControl.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/DeferredSocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/concurrent/TaskRunnerTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/ConscryptSocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/StandardAndroidSocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/concurrent/TaskQueue.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/concurrent/TaskLoggerTest.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/RequestBodyTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/WebSocketExtensionsTest.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/internal.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/concurrent/TaskLogger.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/BouncyCastleSocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HandshakeTest.kt
*
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/JSSETest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/platform/android/AndroidSocketAdapterTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/AndroidSocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/android/SocketAdapter.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/BouncyCastleTest.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/CacheControl.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/PublicInternalApiTest.java
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* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/TlsVersion.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ChannelSocketFactory.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-UtilCommon.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-HostnamesCommon.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/internal/-CacheControlCommon.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ConnectionCoalescingTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/publicsuffix/PublicSuffixDatabase.kt

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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/Jdk9Platform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/ResponseCommonTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/tls/BasicCertificateChainCleaner.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/RealInterceptorChain.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/cache2/RelayTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/Android10Platform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/WebSocketListener.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/StreamResetException.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/platform/Jdk8WithJettyBootPlatformTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/tls/ClientAuthTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/WebSocket.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache2/Relay.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/SocketRecorder.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/CallServerInterceptor.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/AndroidPlatform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/tls/TrustRootIndex.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/nonJvmTest/okhttp3/ResponseNonJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/ws/RealWebSocket.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache2/FileOperator.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CertificateChainCleanerTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/ConnectionShutdownException.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ResponseBodyJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/cache2/FileOperatorTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmTest/okhttp3/ResponseBodyNonJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/tls/CertificatePinnerChainValidationTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/platform/PlatformTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/RetryAndFollowUpInterceptor.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ResponseJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/platform/Jdk9PlatformTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/tls/BasicTrustRootIndex.kt
* /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/ResponseBodyTest.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/platform/Jdk8WithJettyBootPlatform.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/ws/WebSocketRecorder.java
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/ConnectPlan.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/tlsHandshake.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/dates.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/Http2ConnectionTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/io/FaultyFileSystem.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Http2Reader.kt
*

/okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Http2Writer.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Http2Stream.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Http2Connection.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache/DiskLruCache.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/MockHttp2Peer.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CacheTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/cache/DiskLruCacheTest.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ConscryptTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ProtocolTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/proxy/NullProxySelector.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CorrettoTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/DuplexTest.java
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/WholeOperationTimeoutTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/RecordingWebSocketListener.java
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Huffman.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/CookieJar.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/connection/ConnectionPoolTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/SequentialExchangeFinder.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/WebPlatformUrlTestData.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache/FaultHidingSink.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RealRoutePlanner.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/ConnectionSpecSelector.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CookieTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/HttpUrl.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/AutobahnTester.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Cookie.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HttpUrlTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ConnectionSpecTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RoutePlanner.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/connection/RetryConnectionTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Authenticator.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/ConnectionReuseTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/WebPlatformUrlTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/UrlComponentEncodingTester.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CallKotlinTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/HttpOverHttp2Test.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/RequestTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Handshake.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/MediaType.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/authenticator/JavaNetAuthenticator.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/cache/CacheStrategy.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/BaseTestHandler.java

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Dispatcher.kt

* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/MediaType.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/RequestLine.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/HpackTest.java

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Request.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/Http2Test.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/CallTest.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Route.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RouteDatabase.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Hpack.kt

*

 /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/RecordingCallback.java

* /okhttp-5-0-0-alpha-10-sources-jar/commonMain/okhttp3/Request.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Response.kt

* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/Response.kt

* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/Request.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/ErrorCode.kt

* /okhttp-5-0-0-alpha-10-sources-jar/nonJvmMain/okhttp3/MediaType.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/RecordedResponse.java

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* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http2/Http2ExchangeCodec.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/ExchangeCodec.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/UtilTest.kt

*

 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http1/Http1ExchangeCodec.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/-UtilJvm.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Address.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http1/HeadersReader.kt

* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/http/HttpHeaders.kt
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* /okhttp-5-0-0-alpha-10-sources-jar/commonTest/okhttp3/HeadersTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http/StatusLineTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HeadersRequestTest.kt
*
 /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/OkHttpClient.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/Dns.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmMain/okhttp3/internal/connection/RouteSelector.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/connection/RouteSelectorTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/internal/http2/SettingsTest.java
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HeadersJvmTest.kt
* /okhttp-5-0-0-alpha-10-sources-jar/jvmTest/okhttp3/HeadersChallengesTest.kt
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1.183 oauth2-oidc-sdk 11.23

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/GrantType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/HTTPRequestSender.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/RedirectURIValidator.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/ReadOnlyHTTPMessage.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/TokenRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/ReadOnlyHTTPRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ParameterRequirement.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/AuthorizationType.java

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  * authentication via any other means.
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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/OIDCClaimsRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/PolicyOperationApplication.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveClaimsVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/FetchEntityStatementRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/DefaultPolicyOperationCombinationValidator.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/request/VerifiedClaimsSetRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/InvalidEntityMetadataException.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/EntityListingSuccessResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/statement/InvalidSoftwareStatementException.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/statement/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveStatement.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/TrustMarkStatusResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/DefaultEntityStatementRetriever.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/TrustChainConstraints.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/AuthRequestID.java

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/MetadataPolicyEntry.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/EntityStatementClaimsVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/FetchEntityStatementResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/TrustChainSet.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/SubtreeEntityIDConstraint.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/TrustMarkStatusRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/EntityMetadataValidator.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/DefaultTrustChainRetriever.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/FederationAPIRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/claims/VerifiedClaimsSetRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/DPoPUtils.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/TrustMarkStatusSuccessResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/registration/ExplicitClientRegistrationRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/EntityListingResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveErrorResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/FederationAPIError.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/EntityType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/PolicyOperationCombinationValidator.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/TrustMarkStatusErrorResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/TrustChainRetriever.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/registration/ClientRegistrationType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/ConfigurationType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/EntityListingErrorResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/DefaultDPoPProofFactory.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/EndpointName.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/TrustChainResolver.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/ExactMatchEntityIDConstraint.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/ResolveException.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/TrustChain.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/EntityIDConstraint.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/DPoPProofFactory.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/FetchEntityStatementSuccessResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ClaimsSetRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveSuccessResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/WellKnownPathComposeStrategy.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/registration/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/statement/SoftwareStatementProcessor.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/EntityListingRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/EntityRole.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/EntityStatement.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/PolicyOperationFactory.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/marks/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/EntityStatementRetriever.java
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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/nativesso/DeviceSSOScopeValue.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/JWTAudienceCheck.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/nativesso/package-info.java
*

/oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/nativesso/DeviceSecret.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/nativesso/DeviceSecretToken.java
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 */
```

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/singleuse/SingleUseChecker.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/TokenSchemeError.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/AccessTokenValidationException.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/VerificationMethod.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/AccessTokenUtils.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/Voucher.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/Policy.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBASignedRequestClaimsSet.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/Attachment.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/ValidationMethodType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/Occupation.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/IdentityAssuranceProcess.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/DocumentNumber.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/utils/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/JWKThumbprintConfirmation.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/constraints/LeafEntityTypeConstraint.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/ReadOnlyOIDCProviderEndpointMetadata.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/utils/JWTUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/Status.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/PersonalNumber.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/claims/MSISDN.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DPoPProofClaimsSetVerifier.java

*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/request/VerificationSpec.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/as/ReadOnlyAuthorizationServerMetadata.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/singleuse/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/NAAccessToken.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/DataType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/cnf/AbstractConfirmation.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/DigestMismatchException.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/cnf/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBATokenDelivery.java

*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DefaultDPoPSingleUseChecker.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/Procedure.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DPoPCommonVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/trust/marks/TrustMarkIssuerMetadata.java

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/ListUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAError.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/EmbeddedAttachment.java

*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/CommonOriginatorAttributes.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/VerificationMethodType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/SignatureType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/Location.java

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/Privilege.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/SerialNumber.java

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/ExternalAttachment.java

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBARequestAcknowledgement.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/CommonFederationClaimsSet.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/AuthorizationDetail.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAPingCallback.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/tokenexchange/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/claims/ISO3166_1AlphaCountryCodeMapper.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/request/MinimalVerificationSpec.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAErrorDelivery.java
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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DPoPProtectedResourceRequestVerifier.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAPushCallback.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/HashAlgorithm.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DPoPKeySelector.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/AttachmentType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/IdentifierWithOptionalURIRepresentation.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/Jurisdiction.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/Name.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/Content.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/attachment/Digest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/ElectronicRecordSource.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/ResolveClaimsSet.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/request/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/singleuse/AlreadyUsedException.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/StandardOperations.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/InvalidDPoPProofException.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/ReferenceNumber.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/ValidationMethod.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/rar/Action.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/dpop/verifiers/DPoPTokenRequestVerifier.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/Organization.java
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 * under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
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 * specific language governing permissions and limitations under the License.
 */
/**
 * Token revocation request. Used to revoke an issued access token, refresh
 * token or device secret.
 *
 * <p>Example token revocation request for a confidential client:
 *
 * <pre>
 * POST /revoke HTTP/1.1
 * Host: server.example.com
 * Content-Type: application/x-www-form-urlencoded
 * Authorization: Basic czZCaGRSa3F0MzpnWDFmQmF0M2JW
 *
 * token=45ghiukldjahdnhzdauz&amp;token_type_hint=refresh_token
 * </pre>
 *
 * <p>Example token revocation request for a public client:
 *
 * <pre>
 * POST /revoke HTTP/1.1
 * Host: server.example.com
 * Content-Type: application/x-www-form-urlencoded
 *
 * token=45ghiukldjahdnhzdauz&amp;token_type_hint=refresh_token&amp;client_id=123456
 * </pre>
 *
 * <p>Related specifications:
 *
 * <ul>
 *     <li>OAuth 2.0 Token Revocation (RFC 7009)
 * </ul>
 */
/**
```

* Creates a new token revocation request for a confidential client.
 *
 * @param endpoint   The URI of the token revocation endpoint. May be
 *   {@code null} if the {@link #toHTTPRequest} method
 *   is not going to be used.
 * @param clientAuth The client authentication. Must not be
 *   {@code null}.
 * @param token   The access token, refresh token or device secret
 *   to revoke. Must not be {@code @code
 null}.
 */
// confidential client

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* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/TokenRevocationRequest.java
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 * CONDITIONS OF ANY KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations under the License.
 */

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/OIDCProviderMetadata.java
No license file was found, but licenses were detected in source scan.

/*
 * oauth2-oidc-sdk
 *
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* under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
* CONDITIONS OF ANY KIND, either express or implied. See the License for the
* specific language governing permissions and limitations under the License.
*/
/**
* OpenID Connect client information. Encapsulates the registration and
* metadata details of an OpenID Connect client:
*
* <ul>
*     <li>The client identifier.
*     <li>The client OpenID Connect metadata.
*     <li>The optional client secret for a confidential client.
*
  <li>The optional registration URI and access token if dynamic client
*         registration is permitted.
* </ul>
*
* <p>Related specifications:
*
* <ul>
*     <li>OpenID Connect Dynamic Client Registration 1.0
*     <li>OAuth 2.0 Dynamic Client Registration Protocol (RFC 7591)
*     <li>OAuth 2.0 Dynamic Client Registration Management Protocol (RFC 7592)
* </ul>
*/
```

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/OIDCClientInformation.java
No license file was found, but licenses were detected in source scan.

```
/*
* oauth2-oidc-sdk
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* under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
* CONDITIONS OF ANY KIND, either express or implied. See the License for the
* specific language governing permissions and limitations under the License.
*/
```

/**
 * Creates a new request object POST request where the parameters are
 * submitted as plain JSON object, and the client authenticates by
 * means of mutual TLS. TLS also ensures the integrity and
 * confidentiality of the request parameters. This method is not
 * standard.
 *
 *
 @param endpoint   The URI of the request object endpoint. May
 *   be {@code null} if the
 *   {@link #toHTTPRequest} method is not going
 *   to be used.
 * @param tlsClientAuth   The mutual TLS client authentication. Must
 *   not be {@code null}.
 * @param requestJSONObject The request parameters as plain JSON
 *   object. Must not be {@code null}.
 */

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/RequestObjectPOSTRequest.java
No license file was found, but licenses were detected in source scan.

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 * oauth2-oidc-sdk
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 * under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
 * CONDITIONS OF ANY KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations under the License.
 */
/**
 * Creates a new authenticated pushed authorisation request for a
 * confidential client.
 *
 * @param endpoint   The URI of the PAR endpoint. May be
 *   {@code null} if the {@link #toHTTPRequest}
 *   method is not going to be used.
 * @param
 clientAuth   The client authentication. Must not be
 *   {@code null}.

```
 * @param authzRequest The authorisation request. Must not be
 *                     {@code null}.
 */
```

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/PushedAuthorizationRequest.java
No license file was found, but licenses were detected in source scan.

```
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 * oauth2-oidc-sdk
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 * under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
 * CONDITIONS OF ANY KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations under the License.
 */
/**
 * Client information. Encapsulates the registration and metadata details of
 * an OAuth 2.0 client:
 *
 * <ul>
 *     <li>The client identifier.
 *     <li>The client metadata.
 *     <li>The optional client secret for a confidential client.
 *     <li>The optional registration URI
 and access token if dynamic client
 *         registration is permitted.
 * </ul>
 *
 * <p>Related specifications:
 *
 * <ul>
 *     <li>OAuth 2.0 Dynamic Client Registration Protocol (RFC 7591)
 *     <li>OAuth 2.0 Dynamic Client Registration Management Protocol (RFC 7592)
 * </ul>
 */
// The client must be unambiguously public, else it is marked as confidential
```

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/ClientInformation.java

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

/*
* oauth2-oidc-sdk
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*/

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/BadJWTExceptions.java
No license file was found, but licenses were detected in source scan.

/*
* oauth2-oidc-sdk
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* this file except in compliance with the License. You may obtain a copy of the
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* under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
* CONDITIONS OF ANY KIND, either express or implied. See the License for the
* specific language governing permissions and limitations under the License.
*/

Found in path(s):
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/package-info.java
* /oauth2-oidc-sdk-11-23-sources-
jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/SupersetOfOperation.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/tls/package-info.java
* /oauth2-oidc-sdk-11-23-sources-

jar/com/nimbusds/openid/connect/sdk/federation/policy/language/PolicyConfiguration.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/claims/Birthplace.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/device/DeviceAuthorizationErrorResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/LogoutRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ACR.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/IdentityEvidenceType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/config/FederationEntityConfigurationRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/as/AuthorizationServerEndpointMetadata.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/config/FederationEntityConfigurationErrorResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/AuthenticationRequestResolver.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/JWTAuthenticationClaimsSet.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/token/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/AbstractRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/LogoutTokenClaimsVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/JSONObjectUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/ApplicationType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/OIDCClientRegistrationRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/JWTID.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/device/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/PushedAuthorizationSuccessResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/entities/EntityID.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/HTTPMessage.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ClaimsTransport.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/ClientCredentialsParser.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/DocumentType.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/ClientX509CertificateBindingVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/Scope.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/Address.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/MapUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/IDTokenClaimsSet.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/UserInfo.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ResourceOwnerPasswordCredentialsGrant.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/PKIClientX509CertificateBindingVerifier.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/UserInfoRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/AuthorizationCodeGrant.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/IDTokenValidator.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/AuthenticationResponseParser.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/GeneralException.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/Context.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ExternalClaims.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/ClientCredentialsSelector.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/StringOperation.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ResponseMode.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/LogoutTokenClaimsSet.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/VouchEvidence.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/AccessToken.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/ClientReadRequest.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/IDDocumentDescription.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/BearerAccessToken.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/ClientInformationResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/ClientID.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/TokenEncoding.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/token/OIDCTokens.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/device/DeviceCodeGrant.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/config/FederationEntityConfigurationSuccessResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/OIDCClientInformationResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/DocumentEvidence.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/assertions/saml2/SAML2Utils.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/assertions/jwt/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/BackChannelTokenDeliveryMode.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/AccessTokenResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/AuthorizedParty.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/State.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ErrorObject.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/device/DeviceAuthorizationResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ClaimType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/client/ClientMetadata.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/UntypedOperation.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/jose/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/date/SimpleDate.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/AccessTokenHash.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/OIDCResponseTypeValidator.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/ClientSecretJWT.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/UserInfoErrorResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/AuthorizationSuccessResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/DPoPAccessToken.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/date/DateWithTimeZoneOffset.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/StateHash.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/AuthorizationRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/ACRRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/ElectronicRecordType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/as/AuthorizationServerMetadata.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/JWTClaimsSetUtils.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/TokenIntrospectionErrorResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/VerificationProcess.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/AggregatedClaims.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/device/DeviceAuthorizationSuccessResponse.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/BackChannelLogoutRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/JWTAuthenticationClaimsSetVerifier.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ResponseType.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/PersonClaims.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/SoftwareVersion.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/id/HashBasedPairwiseSubjectCodec.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/OperationName.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/IdentityVerification.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/secevent/sdk/claims/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/PushedAuthorizationErrorResponse.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/http/HTTPResponse.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/ciba/CIBAGrant.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/claims/ISO3166_1Alpha3CountryCode.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/PKITLSClientAuthentication.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/InvalidHashException.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/IDDocumentEvidence.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/AuthorizedParty.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/rp/OIDCClientUpdateRequest.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/ClientAuthentication.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/verifier/package-info.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/tls/TLSVersion.java
*
 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/QESEvidence.java
* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/assurance/evidences/UtilityBillEvidence.java
* /oauth2-oidc-sdk-11-23-sources-

jar/com/nimbusds/openid/connect/sdk/claims/CommonOIDCTokenClaimsSet.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/AbstractSetBasedOperation.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/id/Audience.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/StateValidator.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/Request.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/RequestObjectPOSTSuccessResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/jarm/JARMUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/op/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/api/package-info.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/CodeHash.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/StringConfiguration.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/Role.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/token/BearerTokenError.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/CollectionUtils.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/auth/Secret.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/ClaimsSet.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/validators/AbstractJWTValidator.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/TokenErrorResponse.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/util/ContentTypeUtils.java

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 /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/oauth2/sdk/as/AuthorizationServerConfigurationRequest.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/Gender.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/operations/AddOperation.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/claims/DistributedClaims.java

* /oauth2-oidc-sdk-11-23-sources-jar/com/nimbusds/openid/connect/sdk/federation/policy/language/BooleanConfiguration.java

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1.184 dropwizard-request-logging 4.0.14

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/SelectorSupport.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/DecryptionJwkSelector.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/SimpleJwkFilter.java
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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/kdf/ConcatenationKeyDerivationFunctionWithSha256.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/kdf/ConcatKeyDerivationFunctionFactory.java

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/EcdhKeyAgreementAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/zip/CompressionAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/AlgorithmFactory.java
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 /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/KeyManagementAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/BouncyCastleProviderHelp.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwx/KeyValidationSupport.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwx/HeaderParameterNames.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/ErrorCodeValidator.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/Algorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/RsaKeyManagementAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/http/Get.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/UnresolvableKeyException.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/JsonWebKeySet.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwx/Headers.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/RsaJwkGenerator.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/EcdsaUsingShaAlgorithm.java
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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/ContentEncryptionKeys.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/resolvers/DecryptionKeyResolver.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/CipherStrengthSupport.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/IntDate.java
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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/MalformedClaimException.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/IntegrityException.java
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* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/ExceptionHelp.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/BaseSignatureAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/EllipticCurves.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/X509Util.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/SubValidator.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/KeyPersuasion.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/HmacKey.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/PbkdfKey.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/AesKeyWrapManagementAlgorithm.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/OctJwkGenerator.java
* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/RsaJsonWebKey.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/zip/DeflateRFC1951CompressionAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/PublicJsonWebKey.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/AesCbcHmacSha2ContentEncryptionAlgorithm.java

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 /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/resolvers/VerificationKeyResolver.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/json/JsonUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/RsaUsingShaAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/SimpleKeyResolver.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/DefaultByteGenerator.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/BigEndianBigInteger.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/AesGcmKeyEncryptionAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/JsonWebSignatureAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/JwtContext.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/JsonWebKey.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwx/JsonWebStructure.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/ContentEncryptionParts.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/NumericDateValidator.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/JwtClaims.java

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 /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/JweCustomizer.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/AlgorithmAvailability.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/ErrorCodeValidatorAdapter.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/KeyPairUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/ErrorCodes.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwx/CompactSerialization.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/JsonHelp.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/kdf/PasswordBasedKeyDerivationFunction2.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/RsaKeyUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/InvalidAlgorithmException.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/resolvers/HttpsJwksVerificationKeyResolver.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/ContentEncryptionKeyDescriptor.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/EcKeyUtil.java

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 /jose4j-0-9-6-sources-2-jar/org/jose4j/base64url/Base64Url.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/Use.java

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/ContentEncryptionAlgorithmIdentifiers.java

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/GeneralJwtException.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/AlgorithmConstraints.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/HmacUsingShaAlgorithm.java

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/UncheckedJoseException.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/AlgorithmInfo.java

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/jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/JwtConsumer.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/InitializationVectorHelp.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/JwtConsumerBuilder.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/OctetSequenceJsonWebKey.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/InvalidJwtException.java

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* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwa/AlgorithmFactoryFactory.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/json/JsonHeaderUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/WrappingKeyManagementAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/EcdhKeyAgreementWithAesKeyWrapAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/EcJwkGenerator.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/ByteGenerator.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/keys/resolvers/X509VerificationKeyResolver.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/CipherUtil.java

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 /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/EllipticCurveJsonWebKey.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/http/SimpleGet.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwk/VerificationJwkSelector.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/DirectKeyManagementAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/NumericDate.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/zip/CompressionAlgorithmIdentifiers.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/StringUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/ContentEncryptionAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/UnsecuredNoneAlgorithm.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/SimpleAeadCipher.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwt/consumer/JwsCustomizer.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jws/JsonWebSignature.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/lang/HashUtil.java

* /jose4j-0-9-6-sources-2-jar/org/jose4j/jwe/KeyManagementAlgorithmIdentifiers.java

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1.189 jetty-setuid-java 1.0.4

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1.190 jersey-container-servlet-core 3.0.17
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1.191 drop-wizard-metrics 4.0.14

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1.192 dropwizard-validation 4.0.14

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1.193 json-simple 1.1

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1.194 checker-qual 3.49.3

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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/platform/Android10Platform.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/WebSocket.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/cache2/Relay.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/http2/ConnectionShutdownException.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/cache2/FileOperator.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/platform/Jdk8WithJettyBootPlatform.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/http/RealInterceptorChain.kt
*
 /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/http/CallServerInterceptor.kt

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*
 /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/-HeadersCommon.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/ConnectInterceptor.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/cache/CacheInterceptor.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/RealConnectionPool.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/tls/CertificateChainCleaner.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/tls/OkHostnameVerifier.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/Headers.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/RealConnection.kt
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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/http2/Http2ExchangeCodec.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/http/HttpHeaders.kt
*

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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/-NormalizeJvm.kt
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 /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/authenticator/JavaNetAuthenticator.kt
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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/Route.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/cache/CacheStrategy.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/RouteDatabase.kt
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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/-ResponseCommon.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/-MediaTypeCommon.kt
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 /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/ExchangeFinder.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/InetAddressOrder.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/idn/Punycode.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/-RequestCommon.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/connection/FastFallbackExchangeFinder.kt
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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/platform/android/ConscryptSocketAdapter.kt

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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/cache/FaultHidingSink.kt
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* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/MultipartReader.kt
* /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/ws/MessageDeflater.kt
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 /okhttp-5-0-0-alpha-14-sources-jar/main/okhttp3/internal/SuppressSignatureCheck.kt
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1.196 reactor-netty-core 1.2.8

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpClientConnect.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpClientConnect.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/resources/package-info.java
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 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/package-info.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/NettyInbound.java

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/resources/LoopResources.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/NettyPipeline.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/ChannelOperations.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ReactorNetty.java
*
 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpResources.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpClient.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/ChannelOperationsHandler.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/resources/DefaultLoopResources.java
*
 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/FluxReceive.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpServer.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpServer.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/transport/Transport.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/transport/ServerTransport.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpClientConfig.java

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/ChannelPipelineConfigurer.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpServerConfig.java
* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/SniProvider.java
*
 /reactor-netty-core-1-2-8-sources-jar/reactor/netty/tcp/TcpServerConfig.java
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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/channel/MonoSendMany.java

* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/resources/MicrometerPooledConnectionProviderMeterRegistrar.java

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* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/udp/UdpResources.java

* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/DisposableChannel.java

* /reactor-netty-core-1-2-8-sources-jar/reactor/netty/DisposableServer.java

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1.197 liquibase-core 4.26.0

1.198 junit-jupiter-params 5.11.4

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1.205 reactor-core 3.7.8

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCacheInvalidateIf.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyUnicastNoBackpressure.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkEmptyMulticast.java
* /reactor-core-3-7-8-sources-jar/reactor/util/retry/RetrySpec.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatMapNoPrefetch.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoExpand.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/StrictSubscriber.java

* /reactor-core-3-7-8-sources-jar/reactor/core/Disposables.java

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 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/InstantPeriodicWorkerTask.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDelaySequence.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OperatorDisposables.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLimitRequest.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/WorkerTask.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBufferTimeout.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCacheTime.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/PeriodicWorkerTask.java

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* /reactor-core-3-7-8-sources-jar/reactor/util/context/ContextView.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinksSpecs.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Sinks.java

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/**
 * Repeatedly subscribe to this {@link Flux} when a companion sequence emits elements in
 * response to the flux completion signal. Any terminal signal from the companion
 * sequence will terminate the resulting {@link Flux} with the same signal immediately.
 * <p>If the companion
sequence signals when this {@link Flux} is active, the repeat
 * attempt is suppressed.
 * <p>
 * <img class="marble" src="doc-files/marbles/repeatWhenForFlux.svg" alt="">
 * <p>
 * Note that if the companion {@link Publisher} created by the {@code repeatFactory}
 * emits {@link Context} as trigger objects, these {@link Context} will be merged with
 * the previous Context:
 * <pre><code>
 * .repeatWhen(emittedEachAttempt -> emittedEachAttempt.handle((lastEmitted, sink) -> {
 *   Context ctx = sink.currentContext();
 *   int rl = ctx.getOrDefault("repeatsLeft", 0);
 *   if (rl > 0) {
 *   sink.next(Context.of(
 *   "repeatsLeft", rl - 1,
 *   "emitted", lastEmitted
 *   ));
 *   } else {
 *   sink.error(new IllegalStateException("repeats exhausted"));
 *   }
 * }))
 * </code></pre>
 *
 * @param repeatFactory the {@link Function} that returns the associated {@link Publisher}
 * companion, given a {@link Flux} that signals
each onComplete as a {@link Long}
 * representing the number of source elements emitted in the latest attempt.
 *
 * @return a {@link Flux} that repeats on onComplete when the companion {@link Publisher} produces an
 * onNext signal
 */

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```

Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextTrackingFunctionWrapper.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/CoreContext.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxExpand.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFilterWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPublishMulticast.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelayUntil.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoWhen.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilterWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/DelegateServiceScheduler.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyEmitterProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGroupBy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxArray.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelConcatMap.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeSequential.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOnCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWithLatestFrom.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeUntilOther.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelGroup.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCallable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRetryWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkOneMulticast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerProducer.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDefer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeSort.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHandleFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxStream.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxErrorOnRequest.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFilter.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalMonoOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxZip.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOnValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDeferContextual.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ExecutorScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDelaySubscription.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoContextWriteRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxHide.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMerge.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelReduceSeed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleOptional.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublishMulticast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnorePublisher.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelSource.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxName.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDefer.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyReplayProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxErrorSupplied.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManyUnicast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelCollect.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxNever.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalFluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCreate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublishOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoErrorSupplied.java
*

/reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelayElement.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferBoundary.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoZip.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSample.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFirstWithValue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipUntilOther.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMergeSequential.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCurrentContext.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalLogger.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlatMapMany.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDelaySubscription.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFirstWithSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHandle.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCreate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeReduce.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHandle.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxUsing.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlatMap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLog.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelDoOnEach.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFirstWithSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindowBoundary.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNever.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRetryWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFromMonoOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxEmpty.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSequenceEqual.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCombineLatest.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreThen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxInterval.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxJoin.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRange.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOnCallable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSwitchIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnErrorResume.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoError.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOperator.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGroupJoin.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchMap.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoUsing.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFlux.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSink.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHandleFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTimeout.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFlattenIterable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFirstWithValue.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxError.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeatWhen.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SourceProducer.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFromPublisher.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatIterable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSampleFirst.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFromFluxOperator.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTakeUntilOther.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFluxHide.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelRunOn.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOnValue.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIterable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSampleTimeout.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSupplier.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelPeek.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDeferContextual.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeUntil.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCompletionStage.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMergeOrdered.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingFirstSubscriber.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleOptionalCallable.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelMap.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRetry.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTap.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTapFuseable.java
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* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context4.java
* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context5.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxAutoConnectFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/Scheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingSingleSubscriber.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingOptionalMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxAutoConnect.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRefCount.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SynchronousSink.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxConcatArray.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxGenerate.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPublish.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxReplay.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLift.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxContextWriteRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLiftFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferTimeout.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalConnectableFluxOperator.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBuffer.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLift.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFlux.java

* /reactor-core-3-7-8-sources-jar/reactor/core/Exceptions.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/package-info.java

* /reactor-core-3-7-8-sources-jar/reactor/util/function/package-info.java

* /reactor-core-3-7-8-sources-jar/reactor/core/package-info.java

* /reactor-core-3-7-8-sources-jar/reactor/util/package-info.java
*
 /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/package-info.java

* /reactor-core-3-7-8-sources-jar/reactor/adapter/package-info.java

* /reactor-core-3-7-8-sources-jar/reactor/util/context/package-info.java

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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BufferOverflowStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Disposable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/GroupedFlux.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ExecutorServiceWorker.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBufferStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextHolder.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureBuffer.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTapRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTapRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTapFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextPropagation.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ContextPropagationSupport.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalProducerAttr.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/BoundedElasticThreadPerTaskScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/BoundedElasticSchedulerSupplier.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelFluxRestoringThreadLocals.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/CallSiteSupplierFactory.java
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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelThen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ReactorBlockHoundIntegration.java
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Found in path(s):

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalEmptySink.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalManySink.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkEmptySerialized.java

* /reactor-core-3-7-8-sources-jar/reactor/util/retry/ImmutableRetrySignal.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Timed.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InternalOneSink.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkManySerialized.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTimed.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/DelegatingScheduledExecutorService.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SinkOneSerialized.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/package-info.java

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Found in path(s):
* /reactor-core-3-7-8-sources-jar/reactor/util/context/ContextN.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ParallelArraySource.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoJust.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BlockingLastSubscriber.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxJust.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRunnable.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSink.java

* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context0.java

* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context3.java

* /reactor-core-3-7-8-sources-jar/reactor/util/context/Context1.java

*

 /reactor-core-3-7-8-sources-jar/reactor/util/context/Context2.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Hooks.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTakeLastOne.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Mono.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoReduce.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ParallelScheduler.java

* /reactor-core-3-7-8-sources-jar/reactor/util/Loggers.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Operators.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/Schedulers.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SingleScheduler.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMergeComparing.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxUsingWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoUsingWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/VirtualThreadFactory.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ReactorThreadFactory.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OnNextFailureStrategy.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/MpscLinkedQueue.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOnErrorReturn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/observability/SignalListenerFactory.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SchedulerState.java
* /reactor-core-3-7-8-sources-jar/reactor/core/observability/DefaultSignalListener.java
*
 /reactor-core-3-7-8-sources-jar/reactor/util/context/ReactorContextAccessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/observability/SignalListener.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMetrics.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSwitchOnFirst.java
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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeat.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoOnEach.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPublishOn.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRepeatPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxHide.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOnErrorResume.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoBridges.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilter.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DrainUtils.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeat.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Fuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuples.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple8.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/SpscLinkedArrayQueue.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeWhile.java

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 /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple6.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDematerialize.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureLatest.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxPeekFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTake.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCallableOnAssembly.java

* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple5.java

* /reactor-core-3-7-8-sources-jar/reactor/core/CorePublisher.java

* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple2.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLogFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFilter.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIndex.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHide.java

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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDetach.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxContextWrite.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLog.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxLogFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/InnerConsumer.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFlux.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeek.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoOnEachFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMaterialize.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoElapsed.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoFirstFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRetry.java

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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCallableOnAssembly.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeLast.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxFilterFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingle.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFirst.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/LambdaSubscriber.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCancelOn.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/NonBlocking.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkip.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDetach.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMap.java

* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple7.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreElement.java

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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoContextWrite.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceMonoFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeekFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoToCompletableFuture.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxScan.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoFirst.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipLast.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoLog.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxBufferPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxTakeLastOne.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeatPredicate.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMaterialize.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxCancelOn.java
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 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSourceMono.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNext.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSingleMono.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnAssembly.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxZipIterable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/BaseSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/LambdaMonoSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSourceFluxFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalType.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinctFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinct.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxScanSeed.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoSubscribeOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SerializedSubscriber.java
* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SingleWorkerScheduler.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFilterFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/OptimizableOperator.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoRepeatWhen.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDistinctUntilChanged.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDefaultIfEmpty.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipWhile.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ImmutableSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/SignalPeek.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSubscribeOn.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoTimed.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMapFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxOnBackpressureDrop.java
* /reactor-core-3-7-8-sources-jar/reactor/util/Logger.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple3.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFirstFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoIgnoreElements.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxElapsed.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoOnEachFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxSkipUntil.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxIndexFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/util/function/Tuple4.java

* /reactor-core-3-7-8-sources-jar/reactor/adapter/JdkFlowAdapter.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxContextWriteRestoringThreadLocalsFuseable.java
* /reactor-core-3-7-8-sources-jar/reactor/util/annotation/Incubating.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ConnectableFluxRestoringThreadLocals.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxRefCountGrace.java
* /reactor-core-3-7-8-sources-jar/reactor/core/Scannable.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoElementAt.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoFinally.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCollect.java
*
 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxWindow.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoPeekTerminal.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoStreamCollector.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/UnicastProcessor.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoAny.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMapSignal.java
* /reactor-core-3-7-8-sources-jar/reactor/util/Metrics.java
* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCount.java

* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/ImmediateScheduler.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxNameFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoAll.java

* /reactor-core-3-7-8-sources-jar/reactor/util/concurrent/SpscArrayQueue.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDoOnEach.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMapFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoCollectList.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoNameFuseable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DelegateProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoReduceSeed.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxDefaultIfEmpty.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoName.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/NextProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoDoFinally.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/DirectInnerContainer.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxName.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoFlattenIterable.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHasElement.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/ReplayProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/EmitterProcessor.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoHasElements.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/Signal.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMap.java

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* /reactor-core-3-7-8-sources-jar/reactor/core/scheduler/SchedulerMetricDecorator.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/QueueDrainSubscriber.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMetrics.java

* /reactor-core-3-7-8-sources-jar/reactor/core/publisher/MonoMetricsFuseable.java

*

 /reactor-core-3-7-8-sources-jar/reactor/core/publisher/FluxMetricsFuseable.java

1.206 sslcontext-kickstart-for-pem 8.3.7

1.206.1 Available under license :

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Found in path(s):
* /sslcontext-kickstart-for-pem-8-3-7-jar/META-INF/maven/io.github.hakky54/sslcontext-kickstart-for-pem/pom.xml

1.207 alpine-keys 2.6-r0

1.207.1 Available under license :

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#!/bin/sh

Found in path(s):
* /aports-v2-6-zip/aports-v2.6/abuild-keygen.in
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/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-sign.in#!/bin/sh
/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
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/newapkbuild.in#!/bin/sh

Found in path(s):
*

1.208 guice 7.0.0

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1.209 feign-form 3.8.0

1.210 guice-assistedinject 7.0.0

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1.212 failureaccess 1.0.1

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jar/com/google/common/util/concurrent/internal/InternalFutures.java/*

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1.213 netty-tcnative-classes 2.0.70.Final

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* /netty-tcnative-classes-2-0-70-final-sources-jar/io/netty/internal/tcnative/Library.java
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/**
  * Set the maximum number of bytes for the certificate chain during handshake.
  * See
  * <a
href="https://www.openssl.org/docs/man1.1.1/man3/SSL_CTX_set_max_cert_list.html">SSL_CTX_set_max_cert_
list
  * for more details.
  * @param ctx context to use
  * @param size the maximum number of bytes
  */

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* /netty-tcnative-classes-2-0-70-final-sources-jar/io/netty/internal/tcnative/AsyncTask.java
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*

 /netty-tcnative-classes-2-0-70-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java

* /netty-tcnative-classes-2-0-70-final-sources-jar/io/netty/internal/tcnative/SSLTask.java

* /netty-tcnative-classes-2-0-70-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java

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1.214 httpcomponents-client 4.5.14

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1.216 xerces-j 2.12.2

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1.217 jackson-xc 2.19.2

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1.219 metrics-jakarta-servlets 4.2.32

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1.225 dropwizard-json-logging 4.0.14

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1.227 metrics-jvm 4.2.32

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1.228 rxjava 2.1.10

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* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableConcatWithSingle.java

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*

 /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableMergeArray.java

* /rxjava-2-1-10-sources-jar/io/reactivex/annotations/BackpressureKind.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeTimer.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFromArray.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/observers/QueueDrainObserver.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleError.java

* /rxjava-2-1-10-sources-jar/io/reactivex/subjects/BehaviorSubject.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableIntervalRange.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableDematerialize.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableError.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMapPublisher.java

*

/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/BasicFuseableSubscriber.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/RxThreadFactory.java

* /rxjava-2-1-10-sources-jar/io/reactivex/CompletableEmitter.java

* /rxjava-2-1-10-sources-jar/io/reactivex/subjects/MaybeSubject.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/util/BlockingIgnoringReceiver.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableWithLatestFromMany.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableGenerate.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableOnErrorNext.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleContains.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableLift.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableElementAtMaybe.java

*

/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableOnBackpressureBuffer.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTakeLast.java

* /rxjava-2-1-10-sources-jar/io/reactivex/ObservableOperator.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableConcatIterable.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleDelayWithSingle.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/FutureSubscriber.java

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*/

Found in path(s):
* /rxjava-2-1-10-sources-jar/io/reactivex/observables/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableJoin.java

* /rxjava-2-1-10-sources-jar/io/reactivex/subjects/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/functions/package-info.java

*

/rxjava-2-1-10-sources-jar/io/reactivex/exceptions/CompositeException.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowablePublishMulticast.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/SchedulerPoolFactory.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/ComputationScheduler.java

* /rxjava-2-1-10-sources-jar/io/reactivex/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/plugins/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/IoScheduler.java

* /rxjava-2-1-10-sources-jar/io/reactivex/exceptions/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/disposables/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/observers/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/flowables/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/processors/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableGroupJoin.java

*

 /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/TrampolineScheduler.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/NewThreadScheduler.java

* /rxjava-2-1-10-sources-jar/io/reactivex/schedulers/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/annotations/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/subscribers/package-info.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableGroupJoin.java

* /rxjava-2-1-10-sources-jar/io/reactivex/BackpressureOverflowStrategy.java

* /rxjava-2-1-10-sources-jar/io/reactivex/parallel/package-info.java

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*/

/*

* Original License: https://github.com/JCTools/JCTools/blob/master/LICENSE

* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/util/Pow2.java

*/

Found in path(s):

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/util/Pow2.java

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*

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* you may not use this file except in compliance with the License.

Found in path(s):

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/InstantPeriodicTask.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/SchedulerWhen.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/ScheduledDirectPeriodicTask.java

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/AbstractDirectTask.java

*

 /rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/ScheduledDirectTask.java

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

Found in path(s):

* /rxjava-2-1-10-sources-jar/io/reactivex/schedulers/SchedulerRunnableIntrospection.java

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

Found in path(s):

* /rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableOnBackpressureError.java

1.229 jakarta-validation-api 3.1.0

1.229.1 Available under license :

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

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: 3.1.0

Export-Package: jakarta.validation;version="3.1.0";uses:="jakarta.valida
tion.bootstrap,jakarta.validation.executable,jakarta.validation.metadat
a,jakarta.validation.spi,jakarta.validation.valueextraction",jakarta.va
lidation.bootstrap;version="3.1.0";uses:="jakarta.validation",jakarta.v
alidation.constraints;version="3.1.0";uses:="jakarta.validation",jakart
a.validation.constraintvalidation;version="3.1.0",jakarta.validation.ex
ecutable;version="3.1.0";uses:="jakarta.validation",jakarta.validation.
groups;version="3.1.0",jakarta.validation.metadata;version="3.1.0";uses
 :="jakarta.validation",jakarta.validation.spi;version="3.1.0";uses:="ja
karta.validation,jakarta.validation.valueextraction",jakarta.validation
.valueextraction;version="3.1.0";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
)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /jakarta-validation-api-3-1-0-jar/META-INF/MANIFEST.MF

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

<!--

 ~ Jakarta Validation API

 ~

 ~ License: Apache License, Version 2.0

~ See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.

-->

<![CDATA[

Comments to: bean-validation-dev@eclipse.org.

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Found in path(s):

* /jakarta-validation-api-3-1-0-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml

1.230 generex 1.0.2

1.230.1 Available under license :

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

<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/xsd/maven-4.0.0.xsd">

<modelVersion>4.0.0</modelVersion>

<groupId>com.github.mifmif</groupId>

<artifactId>generex</artifactId>

<version>1.0.2</version>

<name>Generex</name>

<url>https://github.com/mifmif/Generex/tree/master</url>

<description>Generex A Java Library for regex to Strings generation</description>

<packaging>jar</packaging>

<licenses>

 <license>

  <name>The Apache Software License, Version 2.0</name>

  <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>

  <distribution>repo</distribution>

 </license>

</licenses>

<developers>

 <developer>

  <id>mifmif</id>

  <name>MIFRAH Youssef</name>

  <email>mifmif.com@gmail.com</email>

 </developer>

 <developer>

  <id>mkolisnyk</id>

  <name>mkolisnyk</name>

  <email>kolesnik.nickolay@gmail.com</email>

 </developer>

</developers>

<parent>

```xml
    <groupId>org.sonatype.oss</groupId>
    <artifactId>oss-parent</artifactId>
    <version>7</version>
  </parent>

  <properties>
    <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
    <maven.pmd.excludes>**/generated-sources/**</maven.pmd.excludes>
  </properties>
  <scm>
    <connection>scm:git:git@github.com:mifmif/Generex.git</connection>
    <developerConnection>scm:git:git@github.com:mifmif/Generex.git</developerConnection>
    <url>https://github.com/mifmif/Generex.git</url>
  </scm>
  <ciManagement>
    <url>https://travis-ci.org/mifmif/Generex/builds</url>
    <system>Travis</system>
    <notifiers>
      <notifier>
        <address>mifmif.com@gmail.com</address>
        <type>mail</type>
      </notifier>
      <notifier>
        <address>kolesnik.nickolay@gmail.com</address>
        <type>mail</type>
      </notifier>
    </notifiers>
  </ciManagement>

  <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>
    <sourceDirectory>src/main/java</sourceDirectory>
    <testSourceDirectory>src/test/java</testSourceDirectory>
    <resources>
      <resource>
        <directory>src</directory>
        <excludes>
```

```xml
        <exclude>**/*.java</exclude>
      </excludes>
    </resource>
    <resource>
      <directory>target/dependency</directory>
      <excludes>
        <exclude>**/*.java</exclude>
      </excludes>
    </resource>
    <resource>
      <directory>src/main/resources</directory>
      <includes>
        <include>**/*.properties</include>
      </includes>
    </resource>
  </resources>
  <plugins>
    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-install-plugin</artifactId>
      <version>2.5.2</version>
      <configuration>
        <file>target/${project.artifactId}-${project.version}.jar</file>
        <groupId>${project.groupId}</groupId>
        <artifactId>${project.artifactId}</artifactId>
        <version>${project.version}</version>
        <packaging>maven-plugin</packaging>
      </configuration>
    </plugin>

    <plugin>
      <artifactId>maven-compiler-plugin</artifactId>
      <version>3.5.1</version>
      <configuration>
        <source>1.5</source>
        <target>1.5</target>
      </configuration>
    </plugin>
    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-jar-plugin</artifactId>
      <version>3.0.2</version>
      <configuration>
        <excludes>
          <exclude>*</exclude>
          <exclude>com/thoughtworks/**/*</exclude>
          <exclude>freemarker/**/*</exclude>
          <exclude>ftl/**/*</exclude>
```

```xml
          <exclude>i18n/**/*</exclude>
          <exclude>style/**/*</exclude>
          <exclude>junit/**/*</exclude>
          <exclude>licenses/**/*</exclude>
          <exclude>META-INF/maven/**/*</exclude>
          <exclude>org/codehaus/**/*</exclude>
          <exclude>org/hamcrest/**/*</exclude>
          <exclude>org/jbehave/**/*</exclude>
          <exclude>org/junit/**/*</exclude>
          <exclude>org/testng/**/*</exclude>
          <exclude>org/xmlpull/**/*</exclude>
          <exclude>stories/**/*</exclude>
          <exclude>style/**/*</exclude>
          <exclude>tests/**/*</exclude>
        </excludes>
        <archive>
        <manifest>
         <addClasspath>false</addClasspath>
         <addDefaultImplementationEntries>true</addDefaultImplementationEntries>
         <addDefaultSpecificationEntries>true</addDefaultSpecificationEntries>
         <addExtensions>false</addExtensions>
         <classpathLayoutType>simple</classpathLayoutType>
        </manifest>
        </archive>
       </configuration>
      </plugin>
      <plugin>
       <artifactId>maven-assembly-plugin</artifactId>
       <version>2.6</version>
       <configuration>
        <descriptors>
         <descriptor>./sources.xml</descriptor>
        </descriptors>
       </configuration>
      </plugin>
      <plugin>
       <groupId>org.apache.maven.plugins</groupId>
       <artifactId>maven-dependency-plugin</artifactId>
       <version>2.10</version>
      </plugin>
      <plugin>
       <groupId>org.apache.maven.plugins</groupId>
       <artifactId>maven-javadoc-plugin</artifactId>
       <version>2.10.3</version>
       <configuration>
       <show>private</show>
       <nohelp>false</nohelp>
       <failOnError>false</failOnError>
```

```
      <sourcepath>src/main/java</sourcepath>
     </configuration>
    </plugin>
    <plugin>
     <groupId>org.apache.maven.plugins</groupId>
     <artifactId>maven-release-plugin</artifactId>
     <configuration>
     <tagNameFormat>v@{project.version}</tagNameFormat>
     <preparationGoals>package
 install:install-file</preparationGoals>
      <scmCommentPrefix>#3</scmCommentPrefix>
     </configuration>
    </plugin>
    <plugin>
     <groupId>org.apache.maven.plugins</groupId>
     <artifactId>maven-deploy-plugin</artifactId>
     <version>2.8.2</version>
     <configuration>
      <skip>true</skip>
     </configuration>
    </plugin>


    <plugin>
     <groupId>org.apache.maven.plugins</groupId>
     <artifactId>maven-source-plugin</artifactId>
     <version>3.0.1</version>
     <executions>
      <execution>
       <goals>
        <goal>jar-no-fork</goal>
       </goals>
      </execution>
     </executions>
    </plugin>


    <plugin>
     <groupId>org.apache.maven.plugins</groupId>
     <artifactId>maven-javadoc-plugin</artifactId>
     <executions>
      <execution>
       <id>attach-javadocs</id>
       <goals>
        <goal>jar</goal>
       </goals>
      </execution>
     </executions>
```

```xml
        </plugin>


        <plugin>
         <groupId>org.apache.maven.plugins</groupId>
         <artifactId>maven-gpg-plugin</artifactId>
         <executions>
          <execution>
           <id>sign-artifacts</id>
           <phase>deploy</phase>
           <goals>
            <goal>sign</goal>
           </goals>
          </execution>
         </executions>


        </plugin>


        <plugin>
         <groupId>org.sonatype.plugins</groupId>
         <artifactId>nexus-staging-maven-plugin</artifactId>
         <version>1.6.3</version>
         <executions>
          <execution>
           <id>default-deploy</id>
           <phase>deploy</phase>
           <goals>
            <goal>deploy</goal>
           </goals>
          </execution>
         </executions>
         <extensions>true</extensions>
         <configuration>
          <serverId>ossrh</serverId>
          <nexusUrl>https://oss.sonatype.org/</nexusUrl>
         </configuration>
        </plugin>
        <plugin>
         <groupId>org.apache.maven.plugins</groupId>
         <artifactId>maven-pmd-plugin</artifactId>
         <version>3.6</version>
         <configuration>
          <failOnViolation>true</failOnViolation>
          <excludeRoots>
           <excludeRoot>target/generated-sources/plugin</excludeRoot>
          </excludeRoots>
```

```xml
  <excludes>
   <exclude>**/HelpMojo.java</exclude>
  </excludes>
 </configuration>
 <executions>
  <execution>
   <goals>
    <goal>check</goal>
    <goal>cpd-check</goal>
   </goals>
   <configuration>
    <failOnViolation>true</failOnViolation>
    <excludes>
     <exclude>**/HelpMojo.java</exclude>
    </excludes>
   </configuration>
  </execution>
 </executions>
</plugin>
<plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-checkstyle-plugin</artifactId>
 <version>2.10</version>
 <configuration>
  <excludes>**/test/java/**/*.java</excludes>
  <configLocation>./sun_checks.xml</configLocation>
  <suppressionsLocation>./checkstyle-suppressions.xml</suppressionsLocation>
  <failOnViolation>true</failOnViolation>
 </configuration>
 <executions>
  <execution>
   <goals>
    <goal>check</goal>
   </goals>
  </execution>
 </executions>
</plugin>
<plugin>
 <groupId>org.codehaus.mojo</groupId>
 <artifactId>cobertura-maven-plugin</artifactId>
 <version>2.6</version>
 <configuration>
  <check>
   <haltOnFailure>false</haltOnFailure>
   <totalBranchRate>80</totalBranchRate>
   <totalLineRate>80</totalLineRate>
   <packageLineRate>80</packageLineRate>
   <packageBranchRate>80</packageBranchRate>
```

```xml
    </check>
    <instrumentation>
     <excludes>
      <exclude>**/HelpMojo.class</exclude>
     </excludes>
    </instrumentation>
   </configuration>
   <executions>
    <execution>
     <id>verification</id>
     <phase>verify</phase>
     <goals>
      <goal>check</goal>
      <goal>cobertura</goal>
     </goals>
    </execution>
   </executions>
  </plugin>
  <plugin>
   <groupId>org.codehaus.mojo</groupId>
   <artifactId>javancss-maven-plugin</artifactId>
   <version>2.0</version>
   <configuration>
    <encoding>${project.build.sourceEncoding}</encoding>
    <ccnLimit>15</ccnLimit>
    <ncssLimit>100</ncssLimit>
    <failOnViolation>true</failOnViolation>
    <excludes>
     <exclude>**/tests/**/*.*</exclude>
    </excludes>
   </configuration>
   <executions>
    <execution>
     <goals>
      <goal>check</goal>
     </goals>
    </execution>
   </executions>
  </plugin>
  <plugin>
   <groupId>org.codehaus.mojo</groupId>
   <artifactId>findbugs-maven-plugin</artifactId>
   <version>3.0.1</version>
   <configuration>
    <encoding>${project.build.sourceEncoding}</encoding>
    <failOnError>true</failOnError>
    <excludeFilterFile>findBugsExclude.xml</excludeFilterFile>
   </configuration>
```

```xml
      <executions>
       <execution>
        <goals>
         <goal>check</goal>
        </goals>
       </execution>
      </executions>
     </plugin>
     <plugin>
      <groupId>org.codehaus.mojo</groupId>
      <artifactId>jdepend-maven-plugin</artifactId>
      <version>2.0</version>
     </plugin>
    </plugins>
   </build>
  <dependencies>
   <dependency>
    <groupId>dk.brics.automaton</groupId>
    <artifactId>automaton</artifactId>
    <version>1.11-8</version>
   </dependency>
   <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>4.12</version>
    <scope>test</scope>
   </dependency>
   <dependency>
    <groupId>org.hamcrest</groupId>
    <artifactId>hamcrest-junit</artifactId>
    <version>2.0.0.0</version>
    <scope>test</scope>
   </dependency>
  </dependencies>
</project>
```

Found
 in path(s):
* /generex-1-0-2-sources-1-jar/META-INF/maven/com.github.mifmif/generex/pom.xml
No license file was found, but licenses were detected in source scan.

```
/*
* Copyright 2014 y.mifrah
*

*
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```

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* See the License for the specific language governing permissions and
* limitations under the License.
*/

Found in path(s):
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/GenerexIterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Generex.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Node.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Main.java
*
 /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterable.java

1.231 okio 3.9.0
1.231.1 Available under license :
No license file was found, but licenses were detected in source scan.

/*
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* /okio-3-9-0-sources-jar/linuxMain/okio/LinuxPosixVariant.kt
* /okio-3-9-0-sources-jar/nonJvmMain/okio/Path.kt
* /okio-3-9-0-sources-jar/commonMain/okio/HashingSink.kt
* /okio-3-9-0-sources-jar/commonMain/okio/ForwardingFileSystem.kt
*
 /okio-3-9-0-sources-jar/nonJvmMain/okio/HashingSource.kt
* /okio-3-9-0-sources-jar/nativeMain/okio/FileSource.kt
* /okio-3-9-0-sources-jar/commonMain/okio/FileSystem.kt
* /okio-3-9-0-sources-jar/nonJvmMain/okio/HashingSink.kt
* /okio-3-9-0-sources-jar/commonMain/okio/HashingSource.kt
* /okio-3-9-0-sources-jar/appleMain/okio/ApplePosixVariant.kt
* /okio-3-9-0-sources-jar/commonMain/okio/ExperimentalFileSystem.kt
* /okio-3-9-0-sources-jar/nativeMain/okio/PosixVariant.kt
* /okio-3-9-0-sources-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-9-0-sources-jar/hashFunctions/okio/internal/Hmac.kt
* /okio-3-9-0-sources-jar/commonMain/okio/internal/Path.kt
* /okio-3-9-0-sources-jar/commonMain/okio/FileMetadata.kt
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* /okio-3-9-0-sources-jar/nonJvmMain/okio/RealBufferedSink.kt
* /okio-3-9-0-sources-jar/commonMain/okio/Timeout.kt
* /okio-3-9-0-sources-jar/commonMain/okio/RealBufferedSink.kt
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 /okio-3-9-0-sources-jar/nonJvmMain/okio/Buffer.kt
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* /okio-3-9-0-sources-jar/nativeMain/okio/Deflater.kt
* /okio-3-9-0-sources-jar/nativeMain/okio/InflaterSource.kt

* /okio-3-9-0-sources-jar/nativeMain/okio/DeflaterSink.kt
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* /okio-3-9-0-sources-jar/nativeMain/okio/Inflater.kt
* /okio-3-9-0-sources-jar/zlibMain/okio/InflaterSource.kt
* /okio-3-9-0-sources-jar/nativeMain/okio/internal/CRC32.kt
* /okio-3-9-0-sources-jar/zlibMain/okio/DeflaterSink.kt
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* /okio-3-9-0-sources-jar/commonMain/okio/Segment.kt
* /okio-3-9-0-sources-jar/nonJvmMain/okio/RealBufferedSource.kt
* /okio-3-9-0-sources-jar/nonJvmMain/okio/SegmentPool.kt
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 /okio-3-9-0-sources-jar/zlibMain/okio/ZlibOkio.kt
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* /okio-3-9-0-sources-jar/commonMain/okio/internal/-Utf8.kt
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* /okio-3-9-0-sources-jar/zlibMain/okio/internal/FixedLengthSource.kt
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1.236 feign-okhttp 13.3

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* /feign-okhttp-13-3-1-jar/META-INF/maven/io.github.openfeign/feign-okhttp/pom.xml

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9

Build-Jdk-Spec: 21

Build-Tool-Jdk-Spec: 21

Bnd-LastModified: 1718905983095

Bundle-Description: Feign OkHttp

Bundle-DocURL: https://github.com/openfeign

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Feign OkHttp

Bundle-SymbolicName: io.github.openfeign.feign-okhttp

Bundle-Vendor: OpenFeign

Bundle-Version: 13.3.0

Export-Package: feign.okhttp;uses:="feign,okhttp3";version="13.3.0"

Import-Package: feign;version="[13.3,14)",okhttp3

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /feign-okhttp-13-3-1-jar/META-INF/MANIFEST.MF

1.237 kotlin 1.8.21

1.237.1 Available under license :

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1.238 encoder 1.2.3

1.238.1 Available under license :

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1.239 dropwizard-web 3.0.1

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1.240 json-utils 2.25.47

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1.241 metrics-spi 2.25.47
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1.242 dropwizard-jersey 4.0.14

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final String constantsList = Arrays.stream(constants)
final String errMsg = String.format("%s must be one of [%s]", parameterName, constantsList);

Found in path(s):

* /dropwizard-jersey-4-0-14-sources-jar/io/dropwizard/jersey/validation/FuzzyEnumParamConverter.java

1.243 jackson-annotations 2.17.1

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/servlet-api
* https://github.com/eclipse/jetty.toolchain

Third-party Content

Jakarta

The following artifacts are EPL 2.0 + GPLv2 with classpath exception.
https://projects.eclipse.org/projects/ee4j.servlet

* jakarta.servlet:jakarta.servlet-api

GlassFish

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* org.eclipse.jetty.toolchain:jetty-schemas
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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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* javax.servlet:javax.servlet-api
 * javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modififications
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http://openjdk.java.net/legal/gplv2+ce.html

OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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  <one line to give the program's name and a brief idea of what it does.>
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The hypothetical commands `show w' and `show c' should show the
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necessary. Here a sample; alter
the names:

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 program `Gnomovision' (a program to direct compilers to make passes
 at assemblers) written by James Hacker.

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

That's all there is to it!

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1.250 jedis 5.1.2

1.250.1 Available under license :

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

Manifest-Version: 1.0
Bundle-Description: Jedis is a blazingly small and sane Redis java cli
ent.
Automatic-Module-Name: redis.clients.jedis
Bundle-License: https://github.com/redis/jedis/blob/master/LICENSE
Bundle-SymbolicName: redis.clients.jedis
Bnd-LastModified: 1709723810918
Bundle-ManifestVersion: 2
Import-Package: com.google.gson;version="[2.10,3)",io.github.resilienc

e4j.circuitbreaker;resolution:=optional,io.github.resilience4j.circui
tbreaker.event;resolution:=optional,io.github.resilience4j.core;resol
ution:=optional,io.github.resilience4j.decorators;resolution:=optiona
l,io.github.resilience4j.retry;resolution:=optional,io.github.resilie
nce4j.retry.event;resolution:=optional,javax.net,javax.net.ssl,org.ap
ache.commons.pool2;version="[2.12,3)",org.apache.commons.pool2.impl;v
ersion="[2.12,3)",org.json;version="[20231013.0,20231014)",org.slf4j;
version="[1.7,2)",redis.clients.jedis,redis.clients.jedis.args,redis.
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jedis.commands,redis.clients.jedis.exceptions,redis.clients.jedis.exe
cutors,redis.clients.jedis.gears,redis.clients.jedis.gears.resps,redi
s.clients.jedis.graph,redis.clients.jedis.graph.entities,redis.client
s.jedis.json,redis.clients.jedis.json.commands,redis.clients.jedis.mc
f,redis.clients.jedis.params,redis.clients.jedis.providers,redis.clie
nts.jedis.resps,redis.clients.jedis.search,redis.clients.jedis.search
.aggr,redis.clients.jedis.search.schemafields,redis.clients.jedis.tim
eseries,redis.clients.jedis.util
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316
Export-Package: redis.clients.jedis;uses:="io.github.resilience4j.circ
uitbreaker,javax.net.ssl,org.apache.commons.pool2,org.apache.commons.
pool2.impl,org.json,redis.clients.jedis.args,redis.clients.jedis.bloo
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s.resps,redis.clients.jedis.search,redis.clients.jedis.search.aggr,re
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s:="redis.clients.jedis";version="5.1.2",redis.clients.jedis.executor
s;uses:="redis.clients.jedis,redis.clients.jedis.providers";version="
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jedis.providers";version="5.1.2",redis.clients.jedis.graph.entities;v

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.jedis,redis.clients.jedis.commands,redis.clients.jedis.params";versi
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ients.jedis,redis.clients.jedis.json";version="5.1.2",redis.clients.j
edis.mcf;uses:="io.github.resilience4j.circuitbreaker,redis.clients.j
edis,redis.clients.jedis.executors,redis.clients.jedis.graph,redis.cl
ients.jedis.providers,redis.clients.jedis.util";version="5.1.2",redis
.clients.jedis.params;uses:="redis.clients.jedis,redis.clients.jedis.
args";version="5.1.2",redis.clients.jedis.providers;uses:="io.github.
resilience4j.circuitbreaker,io.github.resilience4j.retry,org.apache.c
ommons.pool2,org.apache.commons.pool2.impl,redis.clients.jedis,redis.
clients.jedis.util";version="5.1.2",redis.clients.jedis.resps;uses:="
redis.clients.jedis";version="5.1.2",redis.clients.jedis.search;uses:
="redis.clients.jedis,redis.clients.jedis.args,redis.clients.jedis.co
mmands,redis.clients.jedis.params,redis.clients.jedis.providers,redis
.clients.jedis.resps,redis.clients.jedis.search.aggr,redis.clients.je
dis.search.schemafields,redis.clients.jedis.util";version="5.1.2",red
is.clients.jedis.search.aggr;uses:="redis.clients.jedis,redis.clients
.jedis.params,redis.clients.jedis.providers,redis.clients.jedis.searc
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ts.jedis.util;uses:="org.apache.commons.pool2,org.apache.commons.pool
2.impl,redis.clients.jedis,redis.clients.jedis.args,redis.clients.jed
is.exceptions,redis.clients.jedis.providers";version="5.1.2"
Bundle-Name: Jedis
Bundle-Version: 5.1.2
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.9

Found in path(s):
* /jedis-5-1-2-jar/META-INF/MANIFEST.MF

1.251 commons-io 2.17.0

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1.252 mysql-connector-j 8.4.0

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```
****
```

----
include/GL/gl.h :


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Bert Belder: wepoll v 1.5.8

wepoll License
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wepoll - epoll for Windows
https://github.com/piscisaureus/wepoll

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1.254 content-type 2.3

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* /content-type-2-3-sources-2-jar/com/nimbusds/common/contenttype/ContentType.java

1.255 jul-to-slf4j 2.0.17

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1.256 feign-jaxrs 13.3

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9

Build-Jdk-Spec: 21

Build-Tool-Jdk-Spec: 21

Bnd-LastModified: 1718905871805

Bundle-Description: Feign JAX-RS

Bundle-DocURL: https://github.com/openfeign

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Feign JAX-RS

Bundle-SymbolicName: io.github.openfeign.feign-jaxrs

Bundle-Vendor: OpenFeign

Bundle-Version: 13.3.0

Export-Package: feign.jaxrs;uses:=feign;version="13.3.0"

Import-Package: feign;version="[13.3,14)",javax.ws.rs;version="[1.1,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

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1.257 third-party-jackson-core 2.25.47

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1.258 feign-hystrix 13.3
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 21
Build-Tool-Jdk-Spec: 21
Bnd-LastModified: 1718905899130
Bundle-Description: Feign Hystrix
Bundle-DocURL: https://github.com/openfeign
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-ManifestVersion: 2

Bundle-Name: Feign Hystrix

Bundle-SymbolicName: io.github.openfeign.feign-hystrix

Bundle-Vendor: OpenFeign

Bundle-Version: 13.3.0

Export-Package: feign.hystrix;uses:="com.netflix.hystrix,feign,feign.cod
ec";version="13.3.0"

Import-Package: com.netflix.hystrix;version="[1.5,2)",feign;version="[13
.3,14)",feign.codec;version="[13.3,14)",rx;version="[1.2,2)",rx.functio
ns;version="[1.2,2)",rx.observables;version="[1.2,2)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

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1.259 checksums-spi 2.25.47

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1.261 jctools-core 4.0.5

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Found in path(s):
* /jctools-core-4-0-5-6-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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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

1.262 jna-platform 5.13.0

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1.264 bcutil-fips 2.1.4

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1.265 dropwizard-testing 4.0.14
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* /dagger-2-4-sources-2-jar/dagger/internal/ProviderOfLazy.java

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 /dagger-2-4-sources-2-jar/dagger/multibindings/package-info.java

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1.280 guava 32.0.1-jre

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1.281 http-auth-aws 2.25.47

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1.283 feign-jackson 8.18.0

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1.284 jackson-module-guice 2.19.2

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1.285 lettuce-core 5.1.8.RELEASE

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## Mesa 3-D Graphics Library v21.0.3

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Gallium code   src/gallium/   MIT

Ext headers   GL/glext.h   Khronos
                  GL/glxext.h   Khronos
                  GL/wglext.h   Khronos
                  KHR/khrplatform.h   Khronos

****

----
include/GL/gl.h :

Mesa 3-D
 graphics library

****

----
include/GL/glext.h
include/GL/glxext.h
include/GL/wglxext.h :

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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/TypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeReader.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/FormattingStyle.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/SerializationDelegatingTypeAdapter.java
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Found in path(s):
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java
* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/JsonAdapter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/JavaVersion.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlTypesSupport.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/NumberTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlTimestampTypeAdapter.java

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* /gson-2-11-0-sources-1-jar/module-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/NonNullElementWrapperList.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/LazilyParsedNumber.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/package-info.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ConstructorConstructor.java
*
 /gson-2-11-0-sources-1-jar/com/google/gson/internal/UnsafeAllocator.java
* /gson-2-11-0-sources-1-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/JsonParser.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonStreamParser.java
* /gson-2-11-0-sources-1-jar/com/google/gson/FieldAttributes.java
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* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Until.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializer.java

* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Since.java

*

 /gson-2-11-0-sources-1-jar/com/google/gson/JsonDeserializationContext.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonParseException.java

* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/Expose.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/$Gson$Types.java

* /gson-2-11-0-sources-1-jar/com/google/gson/reflect/package-info.java

* /gson-2-11-0-sources-1-jar/com/google/gson/Gson.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonObject.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSerializationContext.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Excluder.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonPrimitive.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonNull.java

* /gson-2-11-0-sources-1-jar/com/google/gson/FieldNamingPolicy.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonElement.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSerializer.java

* /gson-2-11-0-sources-1-jar/com/google/gson/annotations/SerializedName.java

*

 /gson-2-11-0-sources-1-jar/com/google/gson/package-info.java

* /gson-2-11-0-sources-1-jar/com/google/gson/InstanceCreator.java

* /gson-2-11-0-sources-1-jar/com/google/gson/ExclusionStrategy.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/ObjectConstructor.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonIOException.java

* /gson-2-11-0-sources-1-jar/com/google/gson/FieldNamingStrategy.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/$Gson$Preconditions.java

* /gson-2-11-0-sources-1-jar/com/google/gson/JsonArray.java

* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Primitives.java

* /gson-2-11-0-sources-1-jar/com/google/gson/reflect/TypeToken.java

* /gson-2-11-0-sources-1-jar/com/google/gson/GsonBuilder.java

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* /gson-2-11-0-sources-1-jar/com/google/gson/internal/Streams.java
* /gson-2-11-0-sources-1-jar/com/google/gson/JsonSyntaxException.java

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Build-Jdk-Spec: 1.8
Bundle-Description: Java client for Kubernetes and OpenShift
Bundle-DocURL: http://redhat.com
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2

Bundle-Name: Fabric8 :: Kubernetes Model :: Node
Bundle-SymbolicName: io.fabric8.kubernetes-model-node
Bundle-Vendor: Red Hat
Bundle-Version: 5.12.4
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: io.fabric8.kubernetes.api.model.node.v1;uses:="com.fas
 terxml.jackson.annotation,com.fasterxml.jackson.databind,com.fasterxm
 l.jackson.databind.annotation,io.fabric8.kubernetes.api.builder,io.fa
 bric8.kubernetes.api.model,io.fabric8.kubernetes.model.annotation";ve
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 ilder,io.fabric8.kubernetes.api.model,io.fabric8.kubernetes.model.ann
 otation";version="5.12.4"
Implementation-URL: http://fabric8.io/kubernetes-model-generator/kuber
 netes-model-node/
Import-Package: com.fasterxml.jackson.annotation;version="[2.13,3)",co
 m.fasterxml.jackson.databind;version="[2.13,3)",com.fasterxml.jackson
 .databind.annotation;version="[2.13,3)",io.fabric8.kubernetes.api.bui
 lder;version="[5.12,6)",io.fabric8.kubernetes.api.model,io.fabric8.ku
 bernetes.model.annotation;version="[5.12,6)"
Include-Resource: manifest.vm=src/main/resources/manifest.vm,schema/ku
 be-schema.json=src/main/resources/schema/kube-schema.json,schema/vali
 dation-schema.json=src/main/resources/schema/validation-schema.json,/
 META-INF/jandex.idx=target/classes/META-INF/jandex.idx,/node.properti
 es=target/classes/node.properties,
Java-Version: 1.8.0_345
Private-Package: schema
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Scm-Connection: scm:git:git@github.com:fabric8io/kubernetes-client.git
 /kubernetes-model-generator/kubernetes-model-node
Scm-Revision: ${buildNumber}
Scm-Url: http://github.com/fabric8io/kubernetes-client/kubernetes-mode
 l-generator/kubernetes-model-node/
Specification-Title: Fabric8 :: Kubernetes Model :: Node
Specification-Vendor: Red Hat
Specification-Version: 5.12
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /kubernetes-model-node-5-12-4-1-jar/META-INF/MANIFEST.MF
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* /jsr305-3-0-1-sources-4-jar/javax/annotation/concurrent/Immutable.java
* /jsr305-3-0-1-sources-4-jar/javax/annotation/concurrent/NotThreadSafe.java
* /jsr305-3-0-1-sources-4-jar/javax/annotation/concurrent/GuardedBy.java

# 1.296 identity-spi 2.25.47

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Found in path(s):
* /feign-httpclient-13-3-jar/META-INF/maven/io.github.openfeign/feign-httpclient/pom.xml
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 21
Build-Tool-Jdk-Spec: 21
Bnd-LastModified: 1718905879031
Bundle-Description: Feign Apache HttpClient
Bundle-DocURL: https://github.com/openfeign
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Feign Apache HttpClient
Bundle-SymbolicName: io.github.openfeign.feign-httpclient
Bundle-Vendor: OpenFeign
Bundle-Version: 13.3.0
Export-Package: feign.httpclient;uses:="feign,org.apache.http.client";ve
 rsion="13.3.0"

Import-Package: feign;version="[13.3,14)",org.apache.http,org.apache.htt
p.client,org.apache.http.client.config,org.apache.http.client.methods,o
rg.apache.http.client.utils,org.apache.http.entity,org.apache.http.impl
.client,org.apache.http.util
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /feign-httpclient-13-3-jar/META-INF/MANIFEST.MF

# 1.300 activation-api 1.2.0

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*
 /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/FormRequestContent.java
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* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/HttpResponseException.java
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 /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/Destination.java
* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/ContentResponse.java
* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/Origin.java
* /jetty-client-12-0-13-sources-1-jar/org/eclipse/jetty/client/internal/NotifyingRequestListeners.java
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# 1.302 dropwizard-configuration 4.0.14

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* /opencsv-5-9-sources-4-jar/com/opencsv/bean/FieldMapByPositionEntry.java

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* This just implements splitting a single line into fields.</p>

*

* <p>The purpose of the CSVParser is to take a single string and parse it into

* its elements based on the delimiter, quote and escape characters.</p>

*

* <p>The CSVParser has grown organically based on user

 requests and does not truly match

* any current requirements (though it can be configured to match or come close).  There

* are no plans to change this as it will break existing requirements.  Consider using

* the RFC4180Parser for less configurability but closer match to the RFC4180 requirements.</p>

*

* @author Glen Smith

* @author Rainer Pruy

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* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/POST.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/Path.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/MatrixParam.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/WebApplicationException.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/DELETE.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Application.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/GET.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Cookie.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/Provider.java
*
 /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/QueryParam.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/UriBuilderException.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/FormParam.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/Produces.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/CacheControl.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Variant.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/MediaType.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/SecurityContext.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/Encoded.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/OPTIONS.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/UriInfo.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/PathSegment.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Context.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/CookieParam.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/EntityTag.java
*
 /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/HttpMethod.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/Consumes.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/HEAD.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/HttpHeaders.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/MultivaluedMap.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/UriBuilder.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/DefaultValue.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/PUT.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/HeaderParam.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/NewCookie.java
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* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Request.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/RuntimeDelegate.java
* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/ContextResolver.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/FactoryFinder.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ApplicationPath.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/MessageBodyWriter.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/StreamingOutput.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/core/Response.java

*

 /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/MessageBodyReader.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/Providers.java

* /jsr311-api-1-1-1-sources-6-jar/javax/ws/rs/ext/ExceptionMapper.java

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* /feign-jackson-13-3-1-jar/META-INF/maven/io.github.openfeign/feign-jackson/pom.xml
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 21
Build-Tool-Jdk-Spec: 21
Bnd-LastModified: 1718905906676
Bundle-Description: Feign Jackson
Bundle-DocURL: https://github.com/openfeign
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Feign Jackson
Bundle-SymbolicName: io.github.openfeign.feign-jackson

Bundle-Vendor: OpenFeign

Bundle-Version: 13.3.0

Export-Package: feign.jackson;uses:="com.fasterxml.jackson.databind,feig
n,feign.codec";version="13.3.0"

Import-Package: com.fasterxml.jackson.annotation;version="[2.17,3)",com.
fasterxml.jackson.core;version="[2.17,3)",com.fasterxml.jackson.databin
d;version="[2.17,3)",com.fasterxml.jackson.databind.type;version="[2.17
,3)",feign;version="[13.3,14)",feign.codec;version="[13.3,14)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316


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 in path(s):

* /feign-jackson-13-3-1-jar/META-INF/MANIFEST.MF


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

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* /msal4j-persistence-extension-1-3-0-3-jar/META-INF/maven/com.microsoft.azure/msal4j-persistence-
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# 1.315 kubernetes-client 5.12.4

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* /kubernetes-client-5-12-4-jar/META-INF/maven/io.fabric8/kubernetes-client/pom.xml

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* /kubernetes-client-5-12-4-jar/META-INF/services/io.fabric8.kubernetes.client.ExtensionAdapter

* /kubernetes-client-5-12-4-jar/META-INF/services/io.fabric8.kubernetes.client.ServiceToURLProvider

# 1.316 bcprov-jdk18on 1.82

## 1.316.1 Available under license :

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```
/**
 * The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography.
 *
 * <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</p>
 * <p>License of reference
implementation</p>
 *
 * @see NIST round 3
PQC submissions page
 * @see NTRU website
 * @see NTRU specification
 */
```

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/ntru/package-info.java
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```
ASN1ObjectIdentifier.checkContentsLength(defIn.getRemaining());
ASN1RelativeOID.checkContentsLength(defIn.getRemaining());
```

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1InputStream.java

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return privateKey.getOctetsLength();

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/pkcs/PrivateKeyInfo.java
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buf.append(oct.getOctetsLength() + "]" + nl);

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/util/ASN1Dump.java
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public int getOctetsLength()

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1OctetString.java
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//   assert pointsLen > 0;

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/math/ec/rfc8032/Ed448.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/math/ec/rfc8032/Ed25519.java
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private int contentsLength = -1;
private int getContentsLength() throws IOException
if (contentsLength < 0)
this.contentsLength = totalLength;
return contentsLength;
return ASN1OutputStream.getLengthOfEncodingDL(withTag, getContentsLength());
if (contentsLength >= 0 || count > 16)
out.writeDL(getContentsLength());
this.contentsLength = totalLength;

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLSequence.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLSet.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DERSequence.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DERSet.java
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/crypto/picnic/LowmcConstantsL3.javapackage org.bouncycastle.pqc.crypto.picnic;
/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/crypto/sphincs/SPHINCS256Signer.javapackage org.bouncycastle.pqc.crypto.sphincs;

/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/crypto/sphincsplus/HarakaSBase.javapackage org.bouncycastle.pqc.crypto.sphincsplus;
/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/pqc/math/ntru/package-info.java/**

Found in path(s):
*
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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:
* <p>
* https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/
* </p>
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*/

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/crypto/modes/OCBBlockCipher.java
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checkContentsLength(contents.length);
checkContentsLength(this.contents.length + 1);
checkContentsLength(this.contents.length + branchContents.length);
static void checkContentsLength(int contentsLength)
if (contentsLength > MAX_CONTENTS_LENGTH)
checkContentsLength(contents.length);

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1RelativeOID.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1ObjectIdentifier.java
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static int encodedLength(boolean withTag, int contentsLength)
return ASN1OutputStream.getLengthOfEncodingDL(withTag, contentsLength);

Found in path(s):

* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DEROctetString.java
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/DLBitString.java
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final void writeEncodingDL(boolean withID, int identifier, byte[] contents, int contentsOff, int contentsLen)
writeDL(contentsLen);
write(contents, contentsOff, contentsLen);
int contentsLen) throws IOException
writeDL(1 + contentsLen);
write(contents, contentsOff, contentsLen);
final void writeEncodingDL(boolean withID, int identifier, byte[] contents, int contentsOff, int contentsLen,
writeDL(contentsLen + 1);
write(contents, contentsOff, contentsLen);
static int getLengthOfEncodingDL(boolean withID, int contentsLength)
return (withID ? 1 : 0) + getLengthOfDL(contentsLength) + contentsLength;

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/ASN1OutputStream.java
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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-1-82-sources-jar/org/bouncycastle/crypto/macs/Poly1305.java
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/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/crypto/picnic/LowmcConstantsL5.javapackage org.bouncycastle.pqc.crypto.picnic;
/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/crypto/picnic/PicnicParameters.javapackage org.bouncycastle.pqc.crypto.picnic;

Found in path(s):
* }
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public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/asn1/x9/DomainParameters.java
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/opt/cola/permits/2714709790_1769015768.4792442/0/bcprov-jdk18on-1-82-sources-
jar/org/bouncycastle/pqc/crypto/picnic/LowmcConstantsL1.javapackage org.bouncycastle.pqc.crypto.picnic;

Found in path(s):
* package org.bouncycastle.pqc.crypto.ntru;
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/**
   * Magic value for proprietary OpenSSH private key.
   **/

Found in path(s):
* /bcprov-jdk18on-1-82-sources-jar/org/bouncycastle/crypto/util/OpenSSHPrivateKeyUtil.java
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Found in path(s):
* package org.bouncycastle.pqc.math.ntru;

1.317 gson 2.13.1

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* /gson-2-13-1-sources-jar/com/google/gson/internal/JavaVersion.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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```

Found in path(s):
* /gson-2-13-1-sources-jar/com/google/gson/annotations/JsonAdapter.java
* /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/bind/JsonElementTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/EnumTypeAdapter.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/LinkedTreeMap.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
* /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
* /gson-2-13-1-sources-jar/com/google/gson/internal/ConstructorConstructor.java
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* /gson-2-13-1-sources-jar/module-info.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/NonNullElementWrapperList.java
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* /gson-2-13-1-sources-jar/com/google/gson/ToNumberPolicy.java
* /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/sql/SqlTimestampTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/NumberTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlTypesSupport.java
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Found in path(s):
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/SerializationDelegatingTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java
* /gson-2-13-1-sources-jar/com/google/gson/ReflectionAccessFilter.java
* /gson-2-13-1-sources-jar/com/google/gson/FormattingStyle.java
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* /gson-2-13-1-sources-jar/com/google/gson/LongSerializationPolicy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonStreamParser.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldAttributes.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonParser.java
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* /gson-2-13-1-sources-jar/com/google/gson/JsonPrimitive.java
* /gson-2-13-1-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/GsonPreconditions.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonElement.java
*
 /gson-2-13-1-sources-jar/com/google/gson/annotations/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/SerializedName.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonSerializer.java
* /gson-2-13-1-sources-jar/com/google/gson/Gson.java
* /gson-2-13-1-sources-jar/com/google/gson/GsonBuilder.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-13-1-sources-jar/com/google/gson/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/Until.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonIOException.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/Primitives.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonDeserializer.java
* /gson-2-13-1-sources-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-13-1-sources-jar/com/google/gson/reflect/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/InstanceCreator.java
* /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

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java

* /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

* /gson-2-13-1-sources-jar/com/google/gson/annotations/Expose.java

* /gson-2-13-1-sources-jar/com/google/gson/annotations/Since.java

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* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonScope.java

* /gson-2-13-1-sources-jar/com/google/gson/stream/MalformedJsonException.java

* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonWriter.java

* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonToken.java

* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonReader.java

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* /gson-2-13-1-sources-jar/com/google/gson/internal/Streams.java

* /gson-2-13-1-sources-jar/com/google/gson/JsonSyntaxException.java

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* /gson-2-13-1-sources-jar/com/google/gson/TypeAdapter.java

* /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

*

 /gson-2-13-1-sources-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonTreeReader.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java

* /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

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonTreeWriter.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java

* /gson-2-13-1-sources-jar/com/google/gson/TypeAdapterFactory.java

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1.319 javax-activation 2.1.0
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* https://github.com/eclipse-ee4j/jaf

1.320 bctls-fips 2.1.20

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1.321 event-stream 1.0.1

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1.322 disruptor 3.4.4

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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorThreeArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/BatchEventProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/LiteBlockingWaitStrategy.java
*
 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorVararg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkerPool.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/WaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ExceptionHandlerSetting.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/util/DaemonThreadFactory.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/AbstractSequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/BlockingWaitStrategy.java
*
 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/YieldingWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/NoOpEventProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceBarrier.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SingleProducerSequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/PhasedBackoffWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/RingBuffer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventProcessor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/BusySpinWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/FatalExceptionHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroup.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/MultiProducerSequencer.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
*
 /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslator.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/AggregateEventHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/Disruptor.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/ProcessingSequenceBarrier.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SleepingWaitStrategy.java
* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventFactory.java

* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/ExceptionHandler.java
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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroups.java

* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequence.java

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* /disruptor-3-4-4-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java

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1.323 junit-jupiter-engine 5.11.4

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1.324 aop-alliance 3.0.6

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* /resilience4j-circuitbreaker-0-13-1-sources-jar/io/github/resilience4j/circuitbreaker/CircuitBreakerRegistry.java

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 /resilience4j-circuitbreaker-0-13-1-sources-jar/io/github/resilience4j/circuitbreaker/internal/DisabledState.java

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jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnErrorEvent.java

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jar/io/github/resilience4j/circuitbreaker/internal/CircuitBreakerStateMachine.java

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jar/io/github/resilience4j/circuitbreaker/event/AbstractCircuitBreakerEvent.java

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jar/io/github/resilience4j/circuitbreaker/CircuitBreakerOpenException.java

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jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnStateTransitionEvent.java

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jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnResetEvent.java

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1.327 hk2-api 3.0.6

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Source Code

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* https://github.com/eclipse-ee4j/glassfish-shoal
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1.328 annotations 3.0.1

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1.329 j2objc-annotations 2.8

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* /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

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 /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

1.330 metrics-caffeine 4.2.32

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1.331 okhttp 4.11.0

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1.332 dropwizard-jackson 4.0.14

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1.333 jackson-dataformat-yaml 2.19.2

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1.334 okio 3.6.0

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* /okio-3-6-0-sources-jar/commonMain/okio/FileHandle.kt
* /okio-3-6-0-sources-jar/unixMain/okio/UnixFileHandle.kt

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* /okio-3-6-0-sources-jar/commonMain/okio/Timeout.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/RealBufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Buffer.kt
* /okio-3-6-0-sources-jar/commonMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Timeout.kt
*
 /okio-3-6-0-sources-jar/commonMain/okio/Buffer.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/Sink.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Buffer.kt
* /okio-3-6-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Sink.kt
* /okio-3-6-0-sources-jar/commonMain/okio/Source.kt
* /okio-3-6-0-sources-jar/commonMain/okio/BufferedSource.kt
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* /okio-3-6-0-sources-jar/commonMain/okio/Util.kt

* /okio-3-6-0-sources-jar/commonMain/okio/CommonPlatform.kt

* /okio-3-6-0-sources-jar/commonMain/okio/internal/ByteString.kt

* /okio-3-6-0-sources-jar/nonJvmMain/okio/NonJvmPlatform.kt

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* /okio-3-6-0-sources-jar/commonMain/okio/SegmentPool.kt
* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingSource.kt
* /okio-3-6-0-sources-jar/nonJvmMain/okio/SegmentPool.kt
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* /okio-3-6-0-sources-jar/unixMain/okio/UnixPosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/internal/Path.kt
* /okio-3-6-0-sources-jar/linuxMain/okio/LinuxPosixVariant.kt
* /okio-3-6-0-sources-jar/nativeMain/okio/PosixFileSystem.kt
* /okio-3-6-0-sources-jar/hashFunctions/okio/internal/Hmac.kt
*
 /okio-3-6-0-sources-jar/nativeMain/okio/PosixVariant.kt
* /okio-3-6-0-sources-jar/commonMain/okio/HashingSource.kt

* /okio-3-6-0-sources-jar/nativeMain/okio/FileSource.kt

* /okio-3-6-0-sources-jar/appleMain/okio/ApplePosixVariant.kt

* /okio-3-6-0-sources-jar/nativeMain/okio/FileSink.kt

* /okio-3-6-0-sources-jar/commonMain/okio/FileSystem.kt

* /okio-3-6-0-sources-jar/commonMain/okio/HashingSink.kt

* /okio-3-6-0-sources-jar/commonMain/okio/FileMetadata.kt

* /okio-3-6-0-sources-jar/nonJvmMain/okio/Path.kt

* /okio-3-6-0-sources-jar/nonJvmMain/okio/HashingSink.kt

* /okio-3-6-0-sources-jar/commonMain/okio/ForwardingFileSystem.kt

* /okio-3-6-0-sources-jar/commonMain/okio/ExperimentalFileSystem.kt

* /okio-3-6-0-sources-jar/nonJvmMain/okio/HashingSource.kt

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1.335 annotations 4.1.1.4

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/opt/cola/permits/2657836890_1759249724.2399228/0/annotations-4-1-1-4-sources-9-jar/android/annotation/TargetApi.java/*

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1.336 metrics-annotation 4.2.32

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1.337 netty-nio-client 2.25.47

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1.342 scanelf 1.3.8-r2

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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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# 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
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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 }
```

```c
#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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```
#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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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
"
```

1.343 musl-utils 1.2.5-r21

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in the program `Gnomovision'
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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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"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;   \
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```
    (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)
```

```c
#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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```
#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
"

1.344 splunk-otel-javaagent 2.20.1

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(including a physical distribution medium), accompanied by a
written offer, valid for at least three years

and valid for as
long as you offer spare parts or customer support for that product
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copy of the Corresponding Source for all the software in the
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medium customarily used for software interchange, for a price no
more than your reasonable cost of physically performing this
conveying of source, or (2) access to copy the
Corresponding Source from a network server at no charge.

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with subsection 6b.

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Corresponding Source in
the same way through the same place at no
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keys, or other information required to install
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Corresponding Source conveyed under this section must be accompanied
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if neither you nor any third party retains the ability to install
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ROM).

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1.346 ca-certificates 20251003-r0

1.346.1 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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```
# 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

```
# 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 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__);  \
 }      \
```

```c
        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. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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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
"
```

1.347 alpine-baselayout 3.7.1-r8
1.347.1 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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# 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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# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
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="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90
  flake8-copyright-0.2.0.tar.gz"
mini_sendmail - accept email on behalf of real sendmail

1.348 ca-certificates-bundle 20251003-r0

1.348.1 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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 WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
SOFTWARE.
mini_sendmail - accept email on behalf of real sendmail

```
# 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;   \
```

```c
    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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TORT OR OTHERWISE, ARISING FROM, OUT OF OR
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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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```
#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
"
```

1.349 alpine-baselayout-data 3.7.1-r8

1.349.1 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
# Contributor: Valery Kartel <valery.kartel@gmail.com>
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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="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90
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1.352 busybox 1.37.0-r30

1.352.1 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
"

<div align="center">

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Version 3, 29 June 2007

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the same way through the same place at no
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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

```
# 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
"
# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Contributor: Leonardo Arena <rnalrd@alpinelinux.org>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
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
/* $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
"
(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
"
```

(The MIT License)

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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
"

1.353 ssl-client 1.37.0-r30

1.353.1 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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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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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
"

# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Contributor: Leonardo Arena <rnalrd@alpinelinux.org>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
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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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 $ */

```
#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
"
```

1.354 alpine-base 3.23.2-r0

1.354.1 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
"
```

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Version 3, 29 June 2007

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(including a physical distribution medium), accompanied by a
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and valid for as
long as you offer spare parts or customer support for that product
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medium customarily used for software interchange, for a price no
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only if you received the object code with such an offer, in accord
with subsection 6b.

d) Convey the object code by offering access from a designated
place (gratis or for a charge), and offer equivalent access to the
Corresponding Source in
the same way through the same place at no
further charge. You need not require recipients to copy the
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# Contributor: Maxim Karasev <begs@disroot.org>
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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"
```

# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=xtables-addons
pkgver=3.30
pkgrel=0
pkgdesc="Netfilter userspace extensions for iptables"
url="https://inai.de/projects/xtables-addons/"
arch="all"
license="GPL-2.0-only"
# 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
"
# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Contributor: Leonardo Arena <rnalrd@alpinelinux.org>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
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

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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)
```

```c
/*
* 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 {     \
```

```c
     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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*/

#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_ */
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=xmlrpc-c
pkgver=1.51.08
pkgrel=5
pkgdesc="This library provides a modular implementation of XML-RPC for C and C++"
url="https://xmlrpc-c.sourceforge.net/"
arch="all"
license="BSD-3-Clause AND MIT"
(The MIT License)
```

```
# 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
"
```

1.355 apk-tools 3.0.3-r1

1.355.1 Available under license :

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1.356 alpine-release 3.23.2-r0

1.356.1 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
"
#!/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
"
# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Contributor: Leonardo Arena <rnalrd@alpinelinux.org>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
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

```
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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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/* $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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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
"
```

1.357 libapk 3.0.3-r1

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Version 2, June 1991

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1.358 tre 0.8.0-r2

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# 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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in one of these ways:

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(including a physical distribution medium), accompanied by the
Corresponding Source fixed on a durable physical medium
customarily used for software interchange.

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(including a physical distribution medium), accompanied by a
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and valid for as
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only if you received the object code with such an offer, in accord
with subsection 6b.

d) Convey the object code by offering access from a designated
place (gratis or for a charge), and offer equivalent access to the
Corresponding Source in
the same way through the same place at no
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and execute modified versions of a covered work in that User Product from
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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

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# 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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* modification, are permitted provided that the following conditions
* are met:

```
#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
"
```

1.359 netty-buffer 4.1.130.Final

1.359.1 Available under license :

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.buffer
Built-By: root
Bnd-LastModified: 1765801308717
Specification-Title: Netty/Buffer
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e

clipse.jetty.alpn;version="[1,2)";resolution:=optional,org.bouncycast

le.jcajce.provider;version="[1.0,2)";resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package: io.netty.buffer;uses:="io.netty.util";version="4.1.130

",io.netty.buffer.search;uses:="io.netty.util";version="4.1.130"

Bundle-Name: Netty/Buffer

Build-Jdk-Spec:

 1.8

Implementation-Title: Netty/Buffer

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.buffer

Implementation-Version: 4.1.130.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: 4.1.130.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-buffer/

Found in path(s):

* /netty-buffer-4-1-130-final-jar/META-INF/MANIFEST.MF

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

/opt/cola/permits/2814165163_1768268404.8981602/0/netty-buffer-4-1-130-final-jar/META-
INF/maven/io.netty/netty-buffer/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165163_1768268404.8981602/0/netty-buffer-4-1-130-final-jar/META-INF/native-
image/io.netty/netty-buffer/native-image.properties# Copyright 2019 The Netty Project

Found in path(s):

*

1.360 netty-resolver-dns 4.1.130.Final

1.360.1 Available under license :

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.resolver-dns

Built-By: root

Bnd-LastModified: 1765801414067
Specification-Title: Netty/Resolver/DNS
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.net.dns;resolution:=optional,io.netty.bootstrap;ve
 rsion="[4.1,5)",io.netty.buffer;version="[4.1,5)",io.netty.channel;ve
 rsion="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.ha
 ndler.codec;version="[4.1,5)",io.netty.handler.codec.dns;version="[4.
 1,5)",io.netty.handler.logging;version="[4.1,5)",io.netty.resolver;ve
 rsion="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collect
 ion;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.n
 etty.util.internal;version="[4.1,5)",io.netty.util.internal.logging;v
 ersion="[4.1,5)",javax.naming.directory,sun.nio.ch;resolution:=option
 al,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.ecl
 ipse.jetty.alpn;version="[1,2)";resolution:=optional,org.bouncycastle
 .jcajce.provider;version="[1.0,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.resolver.dns;uses:="io.netty.channel,io.netty
 .channel.socket,io.netty.handler.codec.dns,io.netty.handler.logging,i
 o.netty.resolver,io.netty.util,io.netty.util.concurrent";version="4.1
 .130"
Bundle-Name: Netty/Resolver/DNS
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Resolver/DNS
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
Implementation-Version: 4.1.130.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:
 4.1.130.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-resolver-dns/

Found in path(s):
* /netty-resolver-dns-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165217_1768269467.3925164/0/netty-resolver-dns-4-1-130-final-jar/META-
INF/maven/io.netty/netty-resolver-dns/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165217_1768269467.3925164/0/netty-resolver-dns-4-1-130-final-jar/META-INF/native-

image/io.netty/netty-resolver-dns/native-image.properties# Copyright 2020 The Netty Project

Found in path(s):
*

1.361 netty 4.1.130.Final

1.361.1 Available under license :

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.common
Built-By: root
Bnd-LastModified: 1765801297518
Specification-Title: Netty/Common
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: sun.misc;resolution:=optional,com.oracle.svm.core.anno
tate;resolution:=optional,io.netty.util,io.netty.util.concurrent,io.n
etty.util.internal,io.netty.util.internal.logging,javax.security.cert
,org.apache.commons.logging;version="[1.2,2)";resolution:=optional,or
g.apache.log4j;version="[2.17,3)";resolution:=optional,org.apache.log
ging.log4j;version="[2.17,3)";resolution:=optional,org.apache.logging
.log4j.message;version="[2.17,3)";resolution:=optional,org.apache.log
ging.log4j.spi;version="[2.17,3)";resolution:=optional,org.slf4j;vers
ion="[1.7,2)";resolution:=optional,org.slf4j.helpers;version="[1.7,2)
";resolution:=optional,org.slf4j.spi;version="[1.7,2)";resolution:=op
 tional,reactor.blockhound;resolution:=optional,reactor.blockhound.int
egration;resolution:=optional,sun.nio.ch;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
DynamicImport-Package: *
Export-Package: io.netty.util;uses:="io.netty.util.concurrent,io.netty
.util.internal";version="4.1.130",io.netty.util.collection;version="4
.1.130",io.netty.util.concurrent;uses:="io.netty.util,io.netty.util.i
nternal";version="4.1.130",io.netty.util.internal;uses:="io.netty.uti
l,io.netty.util.concurrent,io.netty.util.internal.logging,javax.secur
ity.cert,reactor.blockhound,reactor.blockhound.integration";version="
4.1.130",io.netty.util.internal.logging;version="4.1.130",io.netty.ut
il.internal.svm;version="4.1.130"
Bundle-Name: Netty/Common
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Common
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.common

Implementation-Version: 4.1.130.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: 4.1.130.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-common/

Found in path(s):
* /netty-common-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Found in path(s):
* io.netty.util.internal.Hidden$NettyBlockHoundIntegration
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165179_1768268539.346275/0/netty-common-4-1-130-final-jar/META-
INF/maven/io.netty/netty-common/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165179_1768268539.346275/0/netty-common-4-1-130-final-jar/META-
INF/maven/org.jctools/jctools-core/pom.xml<project xmlns="http://maven.apache.org/POM/4.0.0"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
/opt/cola/permits/2814165179_1768268539.346275/0/netty-common-4-1-130-final-jar/META-INF/native-
image/io.netty/netty-common/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2814165179_1768268539.346275/0/netty-common-4-1-130-final-jar/META-
INF/services/reactor.blockhound.integration.BlockHoundIntegration# Copyright 2019 The Netty Project

Found in path(s):
*

1.362 netty-transport-native-unix-common 4.1.130.Final

1.362.1 Available under license :

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.transport-native-unix-common
Built-By: root
Bnd-LastModified: 1765801345503
Specification-Title: Netty/Transport/Native/Unix/Common
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
 sion="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.uti
 l;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",sun.nio.
 ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolut
 ion:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=opti
 onal,org.bouncycastle.jcajce.provider;version="[1.0,2)";resolution:=o
 ptional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.channel.unix;uses:="io.netty.buffer,io.netty.
 channel,io.netty.channel.socket,io.netty.util";version="4.1.130"
Bundle-Name:
 Netty/Transport/Native/Unix/Common
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Native/Unix/Common
Bundle-Description: Static library which contains common unix utilitie
 s.
Automatic-Module-Name: io.netty.transport.unix.common
Implementation-Version: 4.1.130.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: 4.1.130.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-transport-native-unix-commo
 n/

Found in path(s):
* /netty-transport-native-unix-common-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165037_1768269685.224739/0/netty-transport-native-unix-common-4-1-130-final-
jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml<?xml version="1.0" encoding="UTF-
8"?>

Found in path(s):
*

1.363 netty-codec-http 4.1.130.Final

1.363.1 Available under license :

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

/opt/cola/permits/2814165052_1768268875.9612331/0/netty-codec-http-4-1-130-final-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165052_1768268875.9612331/0/netty-codec-http-4-1-130-final-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2814165052_1768268875.9612331/0/netty-codec-http-4-1-130-final-jar/io/netty/handler/codec/http/QueryStringEncoder.class encodeUtf8ComponentSlow

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

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: 1765801363527
Specification-Title: Netty/Codec/HTTP
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optional,com.jcraft.jzlib;resolution:=optional,io.netty.buffer;version="[4.1,5)",io.netty.channel;version="[4.1,5)",io.netty.channel.embedded;version="[4.1,5)",io.netty.handler.codec;version="[4.1,5)",io.netty.handler.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.internal;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)";resolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)";resolution:=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.netty.handler.codec.compression,io.netty.handler.codec.http.cookie,io.netty.handler.stream,io.netty.util";version="4.1.130",io.netty.handler.codec.http.cookie;version="4.1.130",io.netty.handler.codec.http.cors;uses:="io.netty.channel,io.netty.handler.codec.http";version="4.1.130

",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="4.1.130",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="4.1.130",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="4.1.130",io.netty.handler.codec.http.webs
ocketx.extensions.compression;uses:="io.netty.channel,io.netty.handle
r.codec.http.websocketx.extensions";version="4.1.130",io.netty.handle
r.codec.rtsp;uses:="io.netty.buffer,io.netty.channel,io.netty.handler
.codec.http,io.netty.util";version="4.1.130",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="4.1.130"
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: 4.1.130.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: 4.1.130.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-4-1-130-final-jar/META-INF/MANIFEST.MF

1.364 netty-codec-socks 4.1.130.Final
1.364.1 Available under license :

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

/opt/cola/permits/2814165097_1768269316.4568064/0/netty-codec-socks-4-1-130-final-jar/META-
INF/maven/io.netty/netty-codec-socks/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

*

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.codec-socks

Built-By: root

Bnd-LastModified: 1765801396989

Specification-Title: Netty/Codec/Socks

Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/

Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.handler.codec;version="[4.1,5)",io.netty.hand
ler.codec.socksx,io.netty.handler.codec.socksx.v4,io.netty.handler.co
dec.socksx.v5,io.netty.util;version="[4.1,5)",io.netty.util.internal;
version="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",su
n.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";r
esolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution
:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)";resolut
ion:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package:
 io.netty.handler.codec.socks;uses:="io.netty.buffer,io
.netty.channel,io.netty.handler.codec";version="4.1.130",io.netty.han
dler.codec.socksx;uses:="io.netty.buffer,io.netty.channel,io.netty.ha
ndler.codec,io.netty.handler.codec.socksx.v5";version="4.1.130",io.ne
tty.handler.codec.socksx.v4;uses:="io.netty.buffer,io.netty.channel,i
o.netty.handler.codec,io.netty.handler.codec.socksx";version="4.1.130
",io.netty.handler.codec.socksx.v5;uses:="io.netty.buffer,io.netty.ch
annel,io.netty.handler.codec,io.netty.handler.codec.socksx";version="
4.1.130"

Bundle-Name: Netty/Codec/Socks

Build-Jdk-Spec: 1.8

Implementation-Title: Netty/Codec/Socks

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.socks

Implementation-Version: 4.1.130.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: 4.1.130.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-socks/

Found in path(s):

* /netty-codec-socks-4-1-130-final-jar/META-INF/MANIFEST.MF

1.365 netty-resolver 4.1.130.Final

1.365.1 Available under license :

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.resolver

Built-By: root

Bnd-LastModified: 1765801314298

Specification-Title: Netty/Resolver

Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/

Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional,org.bouncycast
le.jcajce.provider;version="[1.0,2)";resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package: io.netty.resolver;uses:="io.netty.util.concurrent";ver
sion="4.1.130"

Bundle-Name: Netty/Resolver

Build-Jdk-Spec: 1.8

Implementation-Title: Netty/Resolver

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

Implementation-Version: 4.1.130.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: 4.1.130.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-resolver/

Found in path(s):
* /netty-resolver-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165172_1768269447.2078583/0/netty-resolver-4-1-130-final-jar/META-
INF/maven/io.netty/netty-resolver/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.366 netty-codec 4.1.130.Final
1.366.1 Available under license :

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec
Built-By: root
Bnd-LastModified: 1765801330314
Specification-Title: Netty/Codec
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: com.aayushatharva.brotli4j;resolution:=optional,com.aa
 yushatharva.brotli4j.decoder;resolution:=optional,com.aayushatharva.b
 rotli4j.encoder;resolution:=optional,com.github.luben.zstd;version="[
 1.5,2)";resolution:=optional,com.github.luben.zstd.util;version="[1.5
 ,2)";resolution:=optional,com.google.protobuf;version="[2.6,3)";resol
 ution:=optional,com.google.protobuf.nano;resolution:=optional,com.jcr
 aft.jzlib;resolution:=optional,com.ning.compress;version="[1.0,2)";re
 solution:=optional,com.ning.compress.lzf;version="[1.0,2)";resolution
 :=optional,com.ning.compress.lzf.util;version="[1.0,2)";resolution:=o
 ptional,io.netty.buffer;version="[4.1,5)",io.netty.channel;version="[
 4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.handler.co
 dec,io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version=
 "[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.inte
 rnal.logging;version="[4.1,5)",lzma.sdk;resolution:=optional,lzma.sdk
 .lzma;resolution:=optional,net.jpountz.lz4;resolution:=optional,net.j
 pountz.xxhash;resolution:=optional,org.jboss.marshalling;resolution:=
 optional,sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;versio
 n="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)"
 ;resolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,
 2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package: io.netty.handler.codec;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.util";version="4.1.130",io.
netty.handler.codec.base64;uses:="io.netty.buffer,io.netty.channel,io
.netty.handler.codec";version="4.1.130",io.netty.handler.codec.bytes;
 uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";versi
on="4.1.130",io.netty.handler.codec.compression;uses:="com.aayushatha
rva.brotli4j.encoder,io.netty.buffer,io.netty.channel,io.netty.handle
r.codec,net.jpountz.lz4";version="4.1.130",io.netty.handler.codec.jso
n;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";ver
sion="4.1.130",io.netty.handler.codec.marshalling;uses:="io.netty.buf
fer,io.netty.channel,io.netty.handler.codec,org.jboss.marshalling";ve
rsion="4.1.130",io.netty.handler.codec.protobuf;uses:="com.google.pro
tobuf,com.google.protobuf.nano,io.netty.buffer,io.netty.channel,io.ne
tty.handler.codec";version="4.1.130",io.netty.handler.codec.serializa
tion;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";
version="4.1.130",io.netty.handler.codec.string;uses:="io.netty.buffe
r,io.netty.channel,io.netty.handler.codec";version="4.1.130",io.netty
.handler.codec.xml;uses:="io.netty.buffer,io.netty.channel,io.netty.h
 andler.codec";version="4.1.130"
Bundle-Name: Netty/Codec
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Codec
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
Implementation-Version: 4.1.130.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: 4.1.130.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/

Found in path(s):
* /netty-codec-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165021_1768268629.946162/0/netty-codec-4-1-130-final-jar/META-
INF/maven/io.netty/netty-codec/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165021_1768268629.946162/0/netty-codec-4-1-130-final-jar/META-INF/native-
image/io.netty/netty-codec/native-image.properties# Copyright 2022 The Netty Project

Found in path(s):

*

1.367 netty-transport 4.1.130.Final

1.367.1 Available under license :

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

/opt/cola/permits/2814165058_1768269557.2964067/0/netty-transport-4-1-130-final-jar/META-INF/maven/io.netty/netty-transport/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

*

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.transport

Built-By: root

Bnd-LastModified: 1765801321987

Specification-Title: Netty/Transport

Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/

Import-Package: io.netty.bootstrap,io.netty.buffer;version="[4.1,5)",i
o.netty.channel,io.netty.channel.nio,io.netty.channel.oio,io.netty.ch
annel.socket,io.netty.resolver;version="[4.1,5)",io.netty.util;versio
n="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.
internal;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)";r
esolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)
";resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package:
 io.netty.bootstrap;uses:="io.netty.channel,io.netty.re
solver,io.netty.util";version="4.1.130",io.netty.channel;uses:="io.ne
tty.bootstrap,io.netty.buffer,io.netty.util,io.netty.util.concurrent"
;version="4.1.130",io.netty.channel.embedded;uses:="io.netty.channel"
;version="4.1.130",io.netty.channel.group;uses:="io.netty.channel,io.
netty.util.concurrent";version="4.1.130",io.netty.channel.internal;ve
rsion="4.1.130",io.netty.channel.local;uses:="io.netty.channel";versi
on="4.1.130",io.netty.channel.nio;uses:="io.netty.buffer,io.netty.cha
nnel,io.netty.util,io.netty.util.concurrent";version="4.1.130",io.net
ty.channel.oio;uses:="io.netty.buffer,io.netty.channel";version="4.1.
130",io.netty.channel.pool;uses:="io.netty.bootstrap,io.netty.channel
,io.netty.util.concurrent";version="4.1.130",io.netty.channel.socket;

uses:="io.netty.buffer,io.netty.channel,io.netty.util";version="4.1.1

30",io.netty.channel.socket.nio;uses:="io.netty.buffer,io.netty.chann

el,io.netty.channel.nio,io.netty.channel.socket";version="4.1.130",io

.netty.channel.socket.oio;uses:="io.netty.buffer,io.netty.channel,io.

netty.channel.oio,io.netty.channel.socket";version="4.1.130"

Bundle-Name: Netty/Transport

Build-Jdk-Spec: 1.8

Implementation-Title: Netty/Transport

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

Implementation-Version: 4.1.130.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: 4.1.130.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-transport/

Found in path(s):

* /netty-transport-4-1-130-final-jar/META-INF/MANIFEST.MF

1.368 netty-handler-proxy 4.1.130.Final

1.368.1 Available under license :

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.handler-proxy

Built-By: root

Bnd-LastModified: 1765801408706

Specification-Title: Netty/Handler/Proxy

Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/

Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver

sion="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",io.net

ty.handler.codec.http;version="[4.1,5)",io.netty.handler.codec.socksx

.v4;version="[4.1,5)",io.netty.handler.codec.socksx.v5;version="[4.1,

5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version=

"[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.inte

rnal.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.ec

lipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jett
y.alpn;version="[1,2)";resolution:=optional,org.bouncycastle.jcajce.p
rovider;version="[1.0,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.handler.proxy;uses:="io.netty.channel,io.nett
y.handler.codec.http,io.netty.util.concurrent";version="4.1.130"
Bundle-Name: Netty/Handler/Proxy
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Handler/Proxy
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.handler.proxy
Implementation-Version: 4.1.130.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: 4.1.130.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-handler-proxy/

Found in path(s):
* /netty-handler-proxy-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165224_1768269415.9201558/0/netty-handler-proxy-4-1-130-final-jar/META-
INF/maven/io.netty/netty-handler-proxy/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.369 netty-codec-dns 4.1.130.Final
1.369.1 Available under license :

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-dns
Built-By: root
Bnd-LastModified: 1765801336516

Specification-Title: Netty/Codec/DNS
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
 sion="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.han
 dler.codec;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty
 .util.collection;version="[4.1,5)",io.netty.util.internal;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)";r
 esolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)
 ";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.handler.codec.dns;uses:="io.netty.buffer,io.n
 etty.channel,io.netty.channel.socket,io.netty.handler.codec,io.netty.
 util";version="4.1.130"
Bundle-Name: Netty/Codec/DNS
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Codec/DNS
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.dns
Implementation-Version: 4.1.130.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: 4.1.130.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-dns/

Found in path(s):
* /netty-codec-dns-4-1-130-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2814165187_1768268721.8189816/0/netty-codec-dns-4-1-130-final-jar/META-
INF/maven/io.netty/netty-codec-dns/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

1.370 netty-resolver-dns-classes-macos 4.1.130.Final

1.370.1 Available under license :

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

/opt/cola/permits/2814165070_1768269530.9282596/0/netty-resolver-dns-classes-macos-4-1-130-final-jar/META-INF/maven/io.netty/netty-resolver-dns-classes-macos/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):
*

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver-dns-classes-macos
Built-By: root
Bnd-LastModified: 1765801442633
Specification-Title: Netty/Resolver/DNS/Classes/MacOS
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.channel.unix;version="[4.1,5)",io.netty.resol
ver.dns;version="[4.1,5)",io.netty.util.internal;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)";resolution:=optional,org.bounc
ycastle.jcajce.provider;version="[1.0,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.resolver.dns.macos;uses:="io.netty.resolver.d
ns";version="4.1.130"
Bundle-Name: Netty/Resolver/DNS/Classes/MacOS
Build-Jdk-Spec:
 1.8
Implementation-Title: Netty/Resolver/DNS/Classes/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.classes.macos
Implementation-Version: 4.1.130.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: 4.1.130.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-resolver-dns-classes-macos/

Found in path(s):

* /netty-resolver-dns-classes-macos-4-1-130-final-jar/META-INF/MANIFEST.MF

1.371 netty-handler 4.1.130.Final

1.371.1 Available under license :

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

Manifest-Version: 1.0

Bundle-License: https://www.apache.org/licenses/LICENSE-2.0

Bundle-SymbolicName: io.netty.handler

Built-By: root

Bnd-LastModified: 1765801353081

Specification-Title: Netty/Handler

Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/

Import-Package: sun.security.ssl;resolution:=optional,org.eclipse.jett
y.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;ver
sion="[1,2)";resolution:=optional,io.netty.buffer;version="[4.1,5)",i
o.netty.channel;version="[4.1,5)",io.netty.channel.socket;version="[4
.1,5)",io.netty.channel.unix;version="[4.1,5)",io.netty.handler.codec
;version="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",io
.netty.handler.ssl,io.netty.handler.ssl.util,io.netty.internal.tcnati
ve;version="[2.0,3)";resolution:=optional,io.netty.resolver;version="
[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;ver
sion="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util
.internal.logging;version="[4.1,5)",javax.crypto,javax.crypto.spec,ja
vax.net.ssl,javax.security.auth.x500,javax.security.cert,org.bouncyca
stle.asn1.pkcs;version="[1.69,2)";resolution:=optional,org.bouncycast
le.asn1.x500;version="[1.69,2)";resolution:=optional,org.bouncycastle
.cert;version="[1.69,2)";resolution:=optional,org.bouncycastle.cert.j
cajce;version="[1.69,2)";resolution:=optional,org.bouncycastle.openss
l;version="[1.69,2)";resolution:=optional,org.bouncycastle.openssl.jc
ajce;version="[1.69,2)";resolution:=optional,org.bouncycastle.operato
r;version="[1.69,2)";resolution:=optional,org.bouncycastle.operator.j
cajce;version="[1.69,2)";resolution:=optional,org.bouncycastle.pkcs;v
ersion="[1.69,2)";resolution:=optional,org.conscrypt;version="[2.5,3)
";resolution:=optional,sun.nio.ch;resolution:=optional,org.bouncycast
le.jcajce.provider;version="[1.0,2)";resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package:

io.netty.handler.address;uses:="io.netty.channel,io.ne
tty.resolver";version="4.1.130",io.netty.handler.flow;uses:="io.netty
.channel";version="4.1.130",io.netty.handler.flush;uses:="io.netty.ch
annel";version="4.1.130",io.netty.handler.ipfilter;uses:="io.netty.ch
annel";version="4.1.130",io.netty.handler.logging;uses:="io.netty.cha
nnel,io.netty.util.internal.logging";version="4.1.130",io.netty.handl
er.pcap;uses:="io.netty.channel";version="4.1.130",io.netty.handler.s
sl;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io.
netty.util,io.netty.util.concurrent,javax.crypto,javax.net.ssl";versi
on="4.1.130",io.netty.handler.ssl.ocsp;uses:="io.netty.channel,io.net
ty.handler.ssl";version="4.1.130",io.netty.handler.ssl.util;uses:="ja
vax.net.ssl,javax.security.auth.x500,javax.security.cert";version="4.
1.130",io.netty.handler.stream;uses:="io.netty.buffer,io.netty.channe
l";version="4.1.130",io.netty.handler.timeout;uses:="io.netty.channel
 ";version="4.1.130",io.netty.handler.traffic;uses:="io.netty.channel,
io.netty.util.concurrent";version="4.1.130"
Bundle-Name: Netty/Handler
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Handler
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.handler
Implementation-Version: 4.1.130.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: 4.1.130.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-handler/

Found in path(s):
* /netty-handler-4-1-130-final-1-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

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

/opt/cola/permits/2814165231_1768269384.3405685/0/netty-handler-4-1-130-final-1-
jar/io/netty/handler/ssl/SslHandler.class

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

/opt/cola/permits/2814165231_1768269384.3405685/0/netty-handler-4-1-130-final-1-jar/META-INF/maven/io.netty/netty-handler/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165231_1768269384.3405685/0/netty-handler-4-1-130-final-1-jar/META-INF/native-image/io.netty/netty-handler/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2814165231_1768269384.3405685/0/netty-handler-4-1-130-final-1-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.class

Found in path(s):
*

1.372 netty-transport-classes-epoll 4.1.130.Final

1.372.1 Available under license :

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-classes-epoll
Built-By: root
Bnd-LastModified: 1765801434950
Specification-Title: Netty/Transport/Classes/Epoll
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.cha
nnel.unix;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.
util.collection;version="[4.1,5)",io.netty.util.concurrent;version="[
4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.intern
al.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.ecli
pse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.
alpn;version="[1,2)";resolution:=optional,org.bouncycastle.jcajce.pro
vider;version="[1.0,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.channel.epoll;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util,
io.netty.util.concurrent";version="4.1.130"
Bundle-Name: Netty/Transport/Classes/Epoll
Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Classes/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.classes.epoll

Implementation-Version: 4.1.130.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: 4.1.130.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-transport-classes-epoll/

Found
 in path(s):
* /netty-transport-classes-epoll-4-1-130-final-jar/META-INF/MANIFEST.MF

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

/opt/cola/permits/2814165028_1768269586.3703227/0/netty-transport-classes-epoll-4-1-130-final-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml<?xml version="1.0" encoding="UTF-8"?>
/opt/cola/permits/2814165028_1768269586.3703227/0/netty-transport-classes-epoll-4-1-130-final-jar/META-INF/native-image/io.netty/netty-transport-classes-epoll/native-image.properties# Copyright 2023 The Netty Project

Found in path(s):
*

1.373 logback-core 1.5.23

1.373.1 Available under license :

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

Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9

Build-Jdk-Spec: 21

Specification-Title: Logback Classic Module

Specification-Version: 1.5

Specification-Vendor: QOS.ch

Implementation-Title: Logback Classic Module

Implementation-Version: 1.5.23

Implementation-Vendor: QOS.ch

Bundle-Description: logback-classic module

Bundle-DocURL: http://www.qos.ch

Bundle-License: http://www.eclipse.org/legal/epl-v10.html, http://www.gn

u.org/licenses/old-licenses/lgpl-2.1.html

Bundle-ManifestVersion: 2
Bundle-Name: Logback Classic Module
Bundle-SymbolicName: ch.qos.logback.classic
Bundle-Vendor: QOS.ch
Bundle-Version: 1.5.23
Export-Package: ch.qos.logback.classic;version="1.5.23";uses:="ch.qos.lo
gback.classic.spi,ch.qos.logback.classic.turbo,ch.qos.logback.core,ch.q
os.logback.core.pattern,ch.qos.logback.core.spi,ch.qos.logback.core.sta
tus,jakarta.servlet.http,org.slf4j,org.slf4j.event,org.slf4j.spi",ch.qo
s.logback.classic.boolex;version="1.5.23";uses:="ch.qos.logback.classic
 .spi,ch.qos.logback.core.boolex,org.slf4j",ch.qos.logback.classic.db.sc
ript;version="1.5.23",ch.qos.logback.classic.encoder;version="1.5.23";u
ses:="ch.qos.logback.classic.spi,ch.qos.logback.core.encoder,ch.qos.log
back.core.pattern",ch.qos.logback.classic.filter;version="1.5.23";uses:
="ch.qos.logback.classic,ch.qos.logback.classic.spi,ch.qos.logback.core
.filter,ch.qos.logback.core.spi",ch.qos.logback.classic.helpers;version
="1.5.23";uses:="ch.qos.logback.classic.spi,ch.qos.logback.core,jakarta
.servlet",ch.qos.logback.classic.html;version="1.5.23";uses:="ch.qos.lo
gback.classic.spi,ch.qos.logback.core.html,ch.qos.logback.core.pattern"
,ch.qos.logback.classic.joran;version="1.5.23";uses:="ch.qos.logback.cl
assic,ch.qos.logback.classic.spi,ch.qos.logback.core,ch.qos.logback.cor
e.joran,ch.qos.logback.core.joran.spi,ch.qos.logback.core.model,ch.qos.
logback.core.model.processor,ch.qos.logback.core.spi",ch.qos.logback.cl
 assic.joran.action;version="1.5.23";uses:="ch.qos.logback.classic.model
,ch.qos.logback.core.joran.action,ch.qos.logback.core.joran.spi,ch.qos.
logback.core.model,org.xml.sax",ch.qos.logback.classic.joran.sanity;ver
sion="1.5.23";uses:="ch.qos.logback.core.joran.sanity,ch.qos.logback.co
re.model,ch.qos.logback.core.spi",ch.qos.logback.classic.joran.serializ
edModel;version="1.5.23";uses:="ch.qos.logback.core.net",ch.qos.logback
.classic.jul;version="1.5.23";uses:="ch.qos.logback.classic,ch.qos.logb
ack.classic.spi,ch.qos.logback.core.spi",ch.qos.logback.classic.layout;
version="1.5.23";uses:="ch.qos.logback.classic.spi,ch.qos.logback.core"
,ch.qos.logback.classic.log4j;version="1.5.23";uses:="ch.qos.logback.cl
assic.spi,ch.qos.logback.core",ch.qos.logback.classic.model;version="1.
5.23";uses:="ch.qos.logback.core.model,ch.qos.logback.core.model.proces
sor",ch.qos.logback.classic.model.processor;version="1.5.23";uses:="ch.
qos.logback.classic.model,ch.qos.logback.core,ch.qos.logback.core.joran
 .spi,ch.qos.logback.core.joran.util,ch.qos.logback.core.model,ch.qos.lo
gback.core.model.processor,ch.qos.logback.core.spi",ch.qos.logback.clas
sic.model.util;version="1.5.23";uses:="ch.qos.logback.core.model",ch.qo
s.logback.classic.net;version="1.5.23";uses:="ch.qos.logback.classic,ch
.qos.logback.classic.spi,ch.qos.logback.core,ch.qos.logback.core.boolex
,ch.qos.logback.core.helpers,ch.qos.logback.core.joran.spi,ch.qos.logba
ck.core.net,ch.qos.logback.core.net.ssl,ch.qos.logback.core.pattern,ch.
qos.logback.core.spi,javax.net,javax.net.ssl",ch.qos.logback.classic.ne
t.server;version="1.5.23";uses:="ch.qos.logback.classic.net,ch.qos.logb
ack.classic.spi,ch.qos.logback.core.net,ch.qos.logback.core.net.server,
ch.qos.logback.core.net.ssl,ch.qos.logback.core.spi,javax.net",ch.qos.l

ogback.classic.pattern;version="1.5.23";uses:="ch.qos.logback.classic.s
pi,ch.qos.logback.core,ch.qos.logback.core.pattern,org.slf4j",ch.qos.lo
gback.classic.pattern.color;version="1.5.23";uses:="ch.qos.logback.clas
sic.spi,ch.qos.logback.core.pattern.color",ch.qos.logback.classic.selec
tor;version="1.5.23";uses:="ch.qos.logback.classic",ch.qos.logback.clas
sic.selector.servlet;version="1.5.23";uses:="jakarta.servlet",ch.qos.lo
gback.classic.servlet;version="1.5.23";uses:="jakarta.servlet",ch.qos.l
ogback.classic.sift;version="1.5.23";uses:="ch.qos.logback.classic.spi,
ch.qos.logback.core.joran.spi,ch.qos.logback.core.sift",ch.qos.logback.
classic.spi;version="1.5.23";uses:="ch.qos.logback.classic,ch.qos.logba
ck.classic.turbo,ch.qos.logback.core,ch.qos.logback.core.spi,org.slf4j,
org.slf4j.event,org.slf4j.spi",ch.qos.logback.classic.turbo;version="1.
5.23";uses:="ch.qos.logback.classic,ch.qos.logback.core.spi,org.slf4j,o
rg.slf4j.event",ch.qos.logback.classic.tyler;version="1.5.23";uses:="ch
.qos.logback.classic,ch.qos.logback.core,ch.qos.logback.core.joran,ch.q
os.logback.core.joran.action,ch.qos.logback.core.model,ch.qos.logback.c
ore.model.util,ch.qos.logback.core.spi",ch.qos.logback.classic.util;ver
sion="1.5.23";uses:="ch.qos.logback.classic,ch.qos.logback.classic.sele
ctor,ch.qos.logback.classic.spi,ch.qos.logback.core.joran.spi,ch.qos.lo
gback.core.spi,ch.qos.logback.core.status,org.slf4j.spi"
Import-Package: ch.qos.logback.classic;version="[1.5,2)",ch.qos.logback.
classic.boolex;version="[1.5,2)",ch.qos.logback.classic.encoder;version
="[1.5,2)",ch.qos.logback.classic.joran;version="[1.5,2)",ch.qos.logbac
k.classic.joran.action;version="[1.5,2)",ch.qos.logback.classic.joran.s
anity;version="[1.5,2)",ch.qos.logback.classic.joran.serializedModel;ve
rsion="[1.5,2)",ch.qos.logback.classic.layout;version="[1.5,2)",ch.qos.
logback.classic.model;version="[1.5,2)",ch.qos.logback.classic.model.pr
ocessor;version="[1.5,2)",ch.qos.logback.classic.net;version="[1.5,2)",
ch.qos.logback.classic.net.server;version="[1.5,2)",ch.qos.logback.clas
sic.pattern;version="[1.5,2)",ch.qos.logback.classic.pattern.color;vers
ion="[1.5,2)",ch.qos.logback.classic.selector;version="[1.5,2)",ch.qos.
logback.classic.spi;version="[1.5,2)",ch.qos.logback.classic.turbo;vers
ion="[1.5,2)",ch.qos.logback.classic.util;version="[1.5,2)",jakarta.ser
vlet;resolution:=optional;version="[5.0,6)",jakarta.servlet.http;resolu
tion:=optional;version="[5.0,6)",org.xml.sax;resolution:=optional,ch.qo
s.logback.core;version="[1.5,2)",ch.qos.logback.core.boolex;version="[1
.5,2)",ch.qos.logback.core.encoder;version="[1.5,2)",ch.qos.logback.cor
e.filter;version="[1.5,2)",ch.qos.logback.core.helpers;version="[1.5,2)
",ch.qos.logback.core.html;version="[1.5,2)",ch.qos.logback.core.joran;
version="[1.5,2)",ch.qos.logback.core.joran.action;version="[1.5,2)",ch
.qos.logback.core.joran.sanity;version="[1.5,2)",ch.qos.logback.core.jo
ran.spi;version="[1.5,2)",ch.qos.logback.core.joran.util;version="[1.5,
2)",ch.qos.logback.core.model;version="[1.5,2)",ch.qos.logback.core.mod
el.conditional;version="[1.5,2)",ch.qos.logback.core.model.processor;ve
rsion="[1.5,2)",ch.qos.logback.core.model.util;version="[1.5,2)",ch.qos
.logback.core.net;version="[1.5,2)",ch.qos.logback.core.net.server;vers
ion="[1.5,2)",ch.qos.logback.core.net.ssl;version="[1.5,2)",ch.qos.logb
ack.core.pattern;version="[1.5,2)",ch.qos.logback.core.pattern.color;ve

rsion="[1.5,2)",ch.qos.logback.core.pattern.parser;version="[1.5,2)",ch
.qos.logback.core.sift;version="[1.5,2)",ch.qos.logback.core.spi;versio
n="[1.5,2)",ch.qos.logback.core.status;version="[1.5,2)",ch.qos.logback
.core.util;version="[1.5,2)",java.io,java.lang,java.lang.annotation,jav
a.lang.invoke,java.lang.module,java.lang.reflect,java.net,java.nio.char
set,java.security,java.text,java.time,java.util,java.util.concurrent,ja
va.util.concurrent.atomic,java.util.concurrent.locks,java.util.function
,java.util.logging,java.util.regex,java.util.stream,javax.management,ja
vax.naming,javax.net,javax.net.ssl,org.slf4j;version="[2.0,3)",org.slf4
j.event;version="[2.0,3)",org.slf4j.helpers;version="[2.0,3)",org.slf4j
 .spi;version="[2.0,3)",sun.reflect;resolution:=optional,ch.qos.logback.
core.rolling;version="[1.5,2)",ch.qos.logback.core.rolling.helper;versi
on="[1.5,2)",ch.qos.logback.core.read;version="[1.5,2)"
Originally-Created-By: Apache Maven Bundle Plugin 5.1.9
Provide-Capability: osgi.service;objectClass:List<String>="jakarta.servl
et.ServletContainerInitializer";effective:=active,osgi.service;objectCl
ass:List<String>="org.slf4j.spi.SLF4JServiceProvider";effective:=active
,osgi.serviceloader;osgi.serviceloader="jakarta.servlet.ServletContaine
rInitializer";register:="ch.qos.logback.classic.servlet.LogbackServletC
ontainerInitializer",osgi.serviceloader;osgi.serviceloader="org.slf4j.s
pi.SLF4JServiceProvider";register:="ch.qos.logback.classic.spi.LogbackS
erviceProvider"
Require-Capability: osgi.extender;filter:="(&(osgi.extender=osgi.service
loader.processor)(version>=1.0.0)(!(version>=2.0.0)))";resolution:=opti
onal,osgi.extender;filter:="(&(osgi.extender=osgi.serviceloader.registr
 ar)(version>=1.0.0)(!(version>=2.0.0)))",osgi.serviceloader;filter:="(o
sgi.serviceloader=ch.qos.logback.classic.spi.Configurator)";osgi.servic
eloader="ch.qos.logback.classic.spi.Configurator";resolution:=optional;
cardinality:=multiple,osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11))"
Tool: Bnd-6.3.1.202206071316

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* /logback-classic-1-5-23-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/oracle.sql-- Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/sybaseSqlAnywhere.sql-- Logback: the reliable, generic, fast and flexible
logging framework.

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

/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/mssql.sql-- Logback: the reliable, generic, fast and flexible logging framework.

Found in path(s):

* FOREIGN KEY (event_id) REFERENCES logging_event(event_id));
No license file was found, but licenses were detected in source scan.

/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/db2.sql# Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/h2.sql# Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/hsqldb.sql# Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/mysql.sql# Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/postgresql.sql-- Logback: the reliable, generic, fast and flexible
 logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/db/script/sqllite.sql--# Logback: the reliable, generic, fast and flexible logging framework.
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/joran/PropertiesConfigurator.class sanitizeIfConfidential
/opt/cola/permits/2815539643_1768268147.3906224/0/logback-classic-1-5-23-
jar/ch/qos/logback/classic/pattern/TargetLengthBasedClassNameAbbreviator.class leftSegmentsLen

Found in path(s):
*

1.374 json-java 20231013

1.374.1 Available under license :

Public Domain.

1.375 asm 8.0.1

1.375.1 Available under license :

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

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/AnnotationWriter.java// ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Attribute.java//
ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/ByteVector.java// ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/ClassReader.java// ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/ClassTooLargeException.java// ASM: a very small and fast Java bytecode manipulation
framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/ClassVisitor.java//

 ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/ClassWriter.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/ConstantDynamic.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Constants.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Context.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/CurrentFrame.java// ASM: a very small and fast Java bytecode manipulation
 framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Edge.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/FieldVisitor.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/FieldWriter.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Frame.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Handle.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Handler.java// ASM: a very
 small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Label.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/MethodTooLargeException.java// ASM: a very small and fast Java bytecode manipulation
framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/MethodVisitor.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/MethodWriter.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/ModuleVisitor.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/ModuleWriter.java//

 ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Opcodes.java// ASM: a very small and fast Java bytecode manipulation framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/RecordComponentVisitor.java// ASM: a very small and fast Java bytecode manipulation
framework

/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/RecordComponentWriter.java// ASM: a very small and fast Java bytecode manipulation

framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Symbol.java//
ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/SymbolTable.java// ASM: a very small and fast Java bytecode manipulation
 framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-jar/org/objectweb/asm/Type.java//
ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/TypePath.java// ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/TypeReference.java// ASM: a very small and fast Java bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/package.html<!DOCTYPE html>
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/signature/SignatureReader.java// ASM: a very small and fast Java bytecode manipulation
framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/signature/SignatureVisitor.java// ASM: a very small and fast Java
 bytecode manipulation framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/signature/SignatureWriter.java// ASM: a very small and fast Java bytecode manipulation
framework
/opt/cola/permits/2823517117_1767904559.4469094/0/asm-8-0-1-sources-15-
jar/org/objectweb/asm/signature/package.html<!DOCTYPE html>

Found in path(s):
*
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// ASM: a very small and fast Java bytecode manipulation framework

Found in path(s):
* /asm-8-0-1-sources-15-jar/org/objectweb/asm/AnnotationVisitor.java

1.376 jctools-core 4.0.1
1.376.1 Available under license :
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Found in path(s):
* /jctools-core-4-0-1-java-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

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*/

Found in path(s):
* /jctools-core-4-0-1-java-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/InternalAPI.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscChunkedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpscChunkedUnpaddedArrayQueue.java
*
 /jctools-core-4-0-1-java-jar/org/jctools/queues/SpscChunkedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/NonBlockingSetInt.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/ConcurrentSequencedCircularUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpscChunkedUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/BaseMpscLinkedUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpscUnpaddedArrayQueue.java
*
 /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/SpscGrowableArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpscUnboundedUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscUnboundedXaddChunk.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/RangeUtil.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/ConcurrentCircularUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/NonBlockingHashMap.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/SpscUnboundedArrayQueue.java
*

/jctools-core-4-0-1-java-jar/org/jctools/queues/MessagePassingQueueUtil.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpmcUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpscUnboundedUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpscGrowableUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpscUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/UnsafeJvmInfo.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/BaseMpscLinkedAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscLinkedQueue.java
*

 /jctools-core-4-0-1-java-jar/org/jctools/queues/SpmcArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/LinkedQueueNode.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/AbstractEntry.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/PaddedAtomicLong.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/UnsafeRefArrayAccess.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MessagePassingQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/SpscLinkedQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/NonBlockingIdentityHashMap.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpmcArrayQueue.java
*

 /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpscLinkedUnpaddedQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/SpscLinkedUnpaddedQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/UnsafeAccess.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/SpscArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/maps/ConcurrentAutoTable.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/PortableJvmInfo.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpscGrowableUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/BaseLinkedUnpaddedQueue.java
*

 /jctools-core-4-0-1-java-jar/org/jctools/util/Pow2.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/SpscChunkedAtomicArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/package-info.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/BaseSpscLinkedUnpaddedArrayQueue.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/IndexedQueueSizeUtil.java
* /jctools-core-4-0-1-java-jar/org/jctools/util/UnsafeLongArrayAccess.java
* /jctools-core-4-0-1-java-jar/org/jctools/queues/unpadded/MpmcUnpaddedArrayQueue.java

* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscGrowableArrayQueue.java

* /jctools-core-4-0-1-java-jar/org/jctools/maps/NonBlockingHashSet.java

* /jctools-core-4-0-1-java-jar/org/jctools/queues/BaseLinkedQueue.java

* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpscCompoundQueue.java

* /jctools-core-4-0-1-java-jar/org/jctools/queues/MpmcUnboundedXaddChunk.java

* /jctools-core-4-0-1-java-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java

*

 /jctools-core-4-0-1-java-jar/org/jctools/queues/SupportsIterator.java

1.377 netty-transport-classes-kqueue 4.1.130.Final

1.377.1 Available under license :

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

/opt/cola/permits/2859193617_1768269650.5840783/0/netty-transport-classes-kqueue-4-1-130-final-jar/META-INF/maven/io.netty/netty-transport-classes-kqueue/pom.xml<?xml version="1.0" encoding="UTF-8"?>

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

Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-classes-kqueue
Built-By: root
Bnd-LastModified: 1765801439586
Specification-Title: Netty/Transport/Classes/KQueue
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.cha
nnel.unix;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.
util.collection;version="[4.1,5)",io.netty.util.concurrent;version="[
4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.intern
al.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.ecli
pse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.
alpn;version="[1,2)";resolution:=optional,org.bouncycastle.jcajce.pro
vider;version="[1.0,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Export-Package: io.netty.channel.kqueue;uses:="io.netty.buffer,io.nett
y.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util
.concurrent";version="4.1.130"
Bundle-Name: Netty/Transport/Classes/KQueue

Build-Jdk-Spec: 1.8
Implementation-Title: Netty/Transport/Classes/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.classes.kqueue
Implementation-Version: 4.1.130.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: 4.1.130.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-transport-classes-kqueue/

Found in path(s):
*
 /netty-transport-classes-kqueue-4-1-130-final-jar/META-INF/MANIFEST.MF